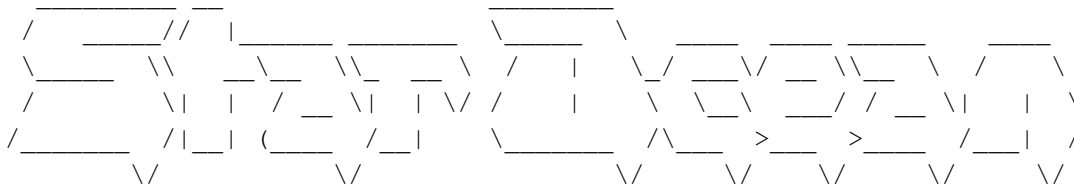


Star Ocean: The Second Story FAQ/Walkthrough Final

by Alex

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THE SECOND STORY

Guide written and compiled by A I e x

Author: Alex Eagleson
Began: August 10th, 2004
Completed: August 19th, 2004
Email: StarOceanDC(at)gmail(dot)com
Donations [Paypal]: StarOceanDC(at)gmail(dot)com
University of Guelph, Ontario

Plot spoilers are omitted wherever possible

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Five years after the initial release of this magnificent game, with the approach of the third installment less than three weeks away it seemed hard to resist playing through this classic again. To go the extra mile I decided to compose this guide to serve as a full walkthrough for both Claude and Rena, as well as a big section on the Cave of Trials and much more. The following was the result.

General Information:

-----o

Star Ocean: The Second Story is the tale of two characters, interconnected. Developed by tri-Ace and published by Enix, Star Ocean's appeal lies in its endless customization, character stories, real-time combat and wealth of endings. If you enjoy this game see if you can get your hands of tri-Ace's other great titles:

- Star Ocean (Super Famicom)
- Star Ocean: Blue Sphere (Game Boy Color)
- Valkyrie Profile (PSX)
- Star Ocean: Till the End of Time (PS2)

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*****
*                               Plot Introduction                               /1 *
*****

```

Claude Kenni:

-----o

After attaining the rank of Ensign in the Earth Federation, Claude C. Kenni is given his first assignment. When a mysterious energy field is found on the planet of Milocinia, a survey party is dispatched to investigate. As an escort, Claude boards the starship of his father, Ronixis J. Kenni, and heads toward Milocinia. Upon landing on Milocinia, Claude and the rest of the party discover a gigantic dome-shaped building on the desolate land.

The interior of the dome appears to have been devastated by enormous explosions. All the remains inside are pieces of broken equipment and, in the center of the room, a mysterious looking machine. While Ronixis and the rest of the survey team cautiously attempt to examine the object from a distance, Claude becomes impatient. "Just quaking in our boots is getting us nowhere," he thinks. Brashly ignoring his father's warnings, he approaches the object. Suddenly, and without warning, a powerful force takes hold of Claude. A blinding flash fills the room, and when it subsides Claude is nowhere to be found.

Rena Lanford:

-----o

The planet Expel is a lush green world with abundant natural beauty. However,

three months ago, after a meteorite crashed into the surface, monsters began to appear and word of strange happenings spread across the land. The people began to regard the meteorite as an omen of disaster, and dubbed it "the Sorcery Globe."

At this time, a young girl from the village of Arlia, named Rena, decides to visit the Shingo Forest, which is some distance from her home. Although her mother tries to stop her-warning of the appearance of monsters and other strange happenings since the arrival of the Sorcery Globe-Rena insists on going to the forest alone.

* Characters /2 *

Claude Kenni:
-----o

One of the main characters of this game, Claude is a newly commissioned Ensign of the Earth Federation, and the eldest son of the hero, Ronixis J. Kenni. Although Claude does have respect for his father, he is struggling to forge his own identity. He is noted for his frizzy blond hair and an impish gleam in his eyes.

Race: Human
Sex: Male
Age: 19
Birthday: January 23rd
Height: 5'9"
Weight: 150lb
Weapon: Sword
Favourite Food: Steak
Favourite Instrument: Silver Trumpet

Rena Lanford:
-----o

The other main character of this game, Rena comes from a village called Arlia at the southern tip of Cross, on the planet Expel. She has a vivid imagination and can be quite a dreamer. But in times of crisis, she is able to focus on the task at hand and face the enemy.

Race: Nedian
Sex: Female
Age: 17
Birthday: May 13th
Height: 5'3"
Weight: 100lb
Weapon: Knuckle
Favourite Food: Shortcake
Favourite Instrument: Lyre

Celine Jules:
-----o

A sexy, beautiful sorceress, Celine is shrewd and calculating. She makes her

living as a treasure hunter. As of late, being deeply immersed in her work, she secretly fears she won't be able to find a boyfriend.

Race: Expellian
Sex: Female
Age: 23
Birthday: September 10th
Height: 5'6"
Weight: 110lb
Weapon: Rod
Favourite Food: Baby Rabbit Risotto
Favourite Instrument: Violin

Dias Flac:
-----o

Dias is tall with long hair. His expressionless face is highlighted by his eyes, which sparkle with a cold light. He has perfected an original combat style which combines sword fighting and karate techniques.

Race: Expellian
Sex: Male
Age: 25
Birthday: August 5th
Height: 6'4"
Weight: 180lb
Weapon: Sword
Favourite Food: Chicken Skewers
Favourite Instrument: Cembalo

Ashton Anchors:
-----o

Ashton is a handsome, serious minded fighter. Unfortunately, he is just about the unluckiest man alive. How unlucky? Well, currently he's possessed by a slapstick comic duo of demon dragons.

Race: Expellian
Sex: Male
Age: 20
Birthday: September 28th
Height: 5'11"
Weight: 175lb
Weapon: Two Swords
Favourite Food: Hamburger
Favourite Instrument: Cembalo

Opera Vectra:
-----o

The eldest daughter of an aristocratic family on an advanced planet, Opera is currently travelling through space in search of the man she loves. She excels at operating machinery. And her main weapon is a special rifle that works on the same principals of Heraldry. She belongs to an alien race known as the Tetrageses [note the third eye in the middle of her forehead]

Race: Tetrage

Sex: Female
Age: 23
Birthday: August 24th
Height: 5'3"
Weight: 110lb
Weapon: Space Rifle
Favourite Food: Apple Cider
Favourite Instrument: Piano

Ernest Raviede:
-----o

Ernest is the man for whom Opera is searching, an archeologist from the same planet. You first see him in the town of cross, and he will join you if you recruited Opera when you find him at the Hoffman Ruins.

Race: Tetragene
Sex: Male
Age: 35
Birthday: August 31st
Height: 6'3"
Weight: 198lb
Weapon: Whip
Favourite Food: Hassaku Tea
Favourite Instrument: Cembalo

Precis Neumann:
-----o

Precis is a tornado of a teenager from the village of Linga. She's a mechanics enthusiast and it more often than not gets her laughed at by her peers. Despite this she joins because she has a thing for Claude.

Race: Expellian
Sex: Female
Age: 16
Birthday: February 19th
Height: 5'1"
Weight: 95lb
Weapon: Mechanical Punch
Favourite Food: Chocolate
Favourite Instrument: Harmonica

Bowman Jean:
-----o

Bowman is a pharmacologist with an academic bent who is passionate about his interests but little else. He appears somewhat weak and frail, but his muscles are well toned. In combat, he is able to defeat his opponents with his graceful moves.

Race: Expellian
Sex: Male
Age: 27
Birthday: December 30th
Height: 5'9"
Weight: 172lb

Weapon: Knuckle
Favourite Food: Miso Soup
Favourite Instrument: Harmonica

Leon Geeste:
-----o

A child science genius, magician and self confident whiz kid. Leon lives with his parents in Lacour where you meet him. Leon joins your team when you assist him on his mission to the Hoffman ruins.

Race: Fellpool
Sex: Male
Age: 12
Birthday: November 25th
Height: 4'5"
Weight: 79lb
Weapon: Book
Favourite Food: Carrot Juice
Favourite Instrument: Violin

Noel Chandler:
-----o

Noel is an animal lover from Energy Nede, who works on a preserve. The party meets him when they realize they'll be needing a Synard to travel from place to place through the world.

Race: Nedian
Sex: Male
Age: 24
Birthday: February 16th
Height: 5'8"
Weight: 163lb
Weapon: Knuckle
Favourite Food: Big Tuna
Favourite Instrument: Illusive Shamisen

Chisato Madison:
-----o

A reporter for the Chronicle in Central City, Chisato meets your party in numerous places as she follows you around throughout the world. When she accidently drops her ID card in a cave, the party confronts her about it and she decides it best to travel with you.

Race: Nedian
Sex: Female
Age: 222
Birthday: October 22nd
Height: 5'5"
Weight: 115lb
Weapon: Stun Gun
Favourite Food: Fruit Sandwich
Favourite Instrument: Organ

* Controls /3 *

**Note: This game supports analog control

Field:

-----o

Directional Buttons - Move your character

R1 Button - Moves the camera clockwise

R2 Button - Not used

L1 Button - Moves the camera counter-clockwise

L2 Button - Not used

Select Button - Not used

Start Button - Toggle world map on/off

X Button - Use to read signs

Circle Button - Hold this button down together with the directional buttons to run

Triangle Button - Displays the "Camp" screen (menu)

Square Button - Initiates a Private Action (This optional is only available outside town, in certain situations, this option is not available)

Town/Dungeons:

-----o

Directional Buttons - Move your character

R1 Button - Not used

R2 Button - Not used

L1 Button - Not used

L2 Button - Not used

Select Button - Not used

Start Button - Not used

X Button - Used to talk to people or open treasure chests

Circle Button - Hold this button down together with the directional buttons to run

Triangle Button - Displays the "Camp" screen (menu)

Square Button - Use near people to attempt to use pickpocket specialty.

Note: This specialty is only available when you have the Bandit's Glove equipped

Combat:

-----o

Directional Buttons - Use to select commands and move your character

(Directional buttons + square button to move character except when the battle mode setting is set to full active mode)

R1 Button - Uses the killer move assigned to the R1 button

R2 Button - Toggles between auto and manual combat

L1 Button - Uses the killer move assigned to the L1 button

L2 Button - Toggles the character selection

Select Button - Performs a provocation action (once the "Provocation" has been learned)

Start Button - Not used

X Button - Use in conjunction with the directional buttons to target and attack enemies (only when the targeting mode is not set to auto)

Circle Button - Cancels a command or changes the character to be given a

command

Triangle Button - Displays the circle commands

Square Button - Used in conjunction with the directional buttons to move the character, except when the battle mode is set to full active mode

Menu:

-----o

Directional Buttons - Moves the cursor

R1 Button - Selects the next page

R2 Button - Toggles between characters on the "Specialty," "Equipment," "Skill," or "Status" menu

L1 Button - Selects the previous page

L2 Button - Toggles between characters on the "Specialty," "Equipment," "Skill," or "Status" menu

Select Button - Not used

Start Button - Not used

X Button - Select a menu

Circle Button - Exits to previous screen

Triangle Button - Displays submenus

Square Button - Toggles between item description screens in the "items" and "Equipment" menus

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*****
*                               Starting a New Game                               /4 *
*****
```

Title Screen:

-----o

New Game - Begin a new adventure

Continue - Continue from a previous save

Voice Collection - Collect character voices heard in the game here

(From choosing new game)

Sound Select:

-----o

Surround - You can experience Surround sound if you have four to five speakers and a Surround Sound processor. Don't select this setting if you have only one speaker.

Stereo - This setting is for those who have two speakers. If you have two speakers, Surround setting is recommended. Although if you have only one speaker, connecting with both red and white stereo cables, you can select this.

Monaural - This setting is for those who have only one speaker. If you have only one speaker, select this setting.

Vibration Select:

-----o

Vibration ON - This setting turns ON the vibration function of the Controller

that has a vibration function. When ON is selected, the unit will vibrate during certain game events.

Vibration OFF - This setting will turn OFF the vibration function of the controller with the vibration function.

Hero Select:

-----o

Claude Kenni - Son of Earth Federation Army hero Ronixis J. Kenni. Claude has his doubts, but he still attends the Federation Academy. A typical 19 year old, his major for now is Basic Combat Arts.

Rena Lanford - Creative, and a dreamer, Rena is a happy-go-lucky 17 year old girl. She excels at the Physical Arts, and has a mysterious healing power. She lives in Arlia, in the southern regions of Planet Expel.

Name Select:

-----o

You can change the character's name here, you can also change it at any point during the game simply by going to the status menu.

Battle Mode Select:

-----o

Standard:

- Targeting: Manual
- Camera Work: Standard
- Free Movement: Square + directional buttons
- Standard combat mode. Recommended for players new to RPGs, or players with little action game experience.

Semi-active:

- Targeting: Semi-auto
- Camera Work: Leader-based
- Free Movement: Square + directional buttons
- Combat mode for more action. Recommended for players who take more free movement initiative.

Full Active:

- Targeting: Auto
- Camera Work: Leader-based
- Free Movement: Directional buttons
- Mode for full use of free movement. No targeting control. Check screen for square button functions.

Battle Rank Select:

-----o

(This will only appear if you will 45% of the voice collection. Enter the voice collection, if you hear a chime start a new game for this to appear)

Earth - This Battle Rank setting is recommended for players not used to real time combat or new to the game. When this setting is selected, your characters are evenly matched with enemies, in terms of strength,

Galaxy - This Battle Rank is for players who expect a challenge. When selected, the enemy's Hp and attack strength are greater than the user's character.

Universe - This level of difficulty is for players who have mastered the game. When selected, then enemy's Int, strength, Hp, and abilities will overwhelm the user's characters.

```
*****  
*                               Main Menu                               /5 *  
*****
```

Specialty:
-----o

Specialty allows you to change the killer moves set to fighter characters, and use the magic of Heraldric characters. It is also where you use the skills:

- Oracle
- Musical Talent
- Practice
- Scout
- Familiar

Items:
-----o

The items menu is where you can view, use and arrange all the items you have. When you press triangle you can also use character skills to create new items, or activate Super Specialty Skills.

Equipment:
-----o

This menu is for equipping and unequipping weapons and armour on your characters. Each character can equip:

- Weapon
- Armor
- Shield
- Helmet
- Greaves
- Accessory 1
- Accessory 2

But not every character can use the same 'type' of equipment.

Skills:
-----o

In this menu you can use skill points that you receive with each increase in level to raise the level of your skills. New skills can be bought in special skill guilds throughout the game.

Status:

-----o

In the status menu you can view:

- Character's name
- Character's stats
- Character's equipment
- Character's favourite food (if he/she has eaten it)
- Character's talents (press triangle)
- Character's elemental attributes (press square)

You can also change character's name (press X)

Options:

-----o

In the options menu you can change:

- Message Speed
- Sound Output
- Window Color
- Targeting Mode
- Camera Work
- Combat Motion Mode
- Key Customization
- Vibration

Combat:

-----o

Strategy - You can set the three AI controlled characters on your team to follow special guidelines:

- Fighters:

Attack with all Mp!
Protect friends!
Conserve killer moves!
Spread out and attack!
Stay away from enemy!
Do nothing!

- Mages

Attack till all Mp are gone!
Conserve Mp!
Attack fleeing enemy!
Use no Heraldric spells!
Throw own body into attack!
Do nothing!

- Rena

Recover friends only!
Aid friends!
Aid self only!
Cast no spells!
Put self into attack!
Do nothing!

Replacement - You can change your main party (the four on the left will be the four you use in battle)

Formation - You can set up numerous different types of character positions for battle:

- Linear motion
- Square Shift 1
- Tri-shift 1
- Tri-shift 2
- Free-for-all
- Upper guard
- Lower guard
- Square shift 2
- Astral Shift
- Escape shift
- Assault Shift
- Upper Caution
- Lower Caution

Also in formation you can press triangle to choose you wish to control in battle (leader.)

Data:
-----o

Save - Save you game to the memory card (one block)

Load - Load your game from the memory card

* Full Walkthrough /6 *

Remember this is a completely spoiler free walkthrough. While you may find it seems overly redundant to say "Watch this scene until you have control of your character again" repeatedly, I'm sure you'll agree it's better than saying "Now watch as your best friend dies, and then go North." Obviously this is just a random example of a generic spoiler, and no I did not just ruin the game.

When I say "A scene will occur when you enter" or "Watch the scene after this ends" it means watch the entire thing before continuing to even the next sentence, you aren't risking a spoiler, but it will likely just be the instructions of where to go after it's over anyway.

Enjoy!

o----- Disc 1 -----o

The game begins with a scene on the planet Milocinia. When you have control of Claude, examine the odd device on your left. Watch the scene that follows until you have control again. Head up and you'll find a save point, you'll get a quick tutorial when you touch it. Keep going up until you are interrupted and then witness the next event.

When you find yourself in your new location, watch the scene. Once it's over you need to run down and confront the monster. In battle now you can attack with the x button but it will be ineffective, utilize your laser as your father explained earlier by pressing L1. Three shots defeat the monster. Watch the next scene, running to the left when you get the chance to trigger the next part. Watch the scene until you are once again in control of Claude.

-----o
I - i - Arlia Village
-----o

Items: Leather Armor, 200 Fol, Resurrection Bottle, Strawberry Jam, Rose Hips

Head up and to the East section of town. In front of you are three chests immediately in front of you which contain Leather Armor, 200 Fol and a Resurrection Bottle. Enter the house on your right and get the Strawberry Jam in the chest near the door. You can keep wandering around town but when you're ready enter the lower left house on the East side. You'll trigger a conversation inside.

After the conversation, you need to visit all the houses in Arlia along with Rena, while she takes you on tour. When you've explored the houses, return to Rena's home and another scene will occur when you enter. Upstairs, you can move again, try to go downstairs, then try to go into Rena's room. Keep running around until Rena's mother comes up the stairs and talks to you. Watch all the events that follow.

The next morning go downstairs. Speak with Regis and he'll give you a Long Sword. Leave Arlia by going North of the West section.

-----o
I - ii - Town of Salva
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Items: Portrait B

Head North and find the village of Salva. When you enter you can shop if you like, but your destination is the house at the top right corner of town. Enter and speak with the man in the main hall. When you leave Claude should stop and say something, this is your cue to return to Arlia.

When you enter Arlia you'll be immediately confronted by Westa and the Mayor, listen to what they have to say. Afterward you'll again find yourself on the world map, go back to Salva.

In Salva return to the mansion, following a short event at the door, you can enter. You can go upstairs to get a Portrait B, then go into the room to the right of the front door. Inside you'll see a quick scene. Examine the pedestal at the back right to open a path, then head inside.

-----o
I - iii - Salva Drift
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Items: Rose Hips, Blackberry, Blueberry (2), Silver, Iron, Gold (2)

Watch the scene when you enter. Proceed up, then North and get the two chests containing Rose Hips and a Blackberry. Go to the left to the next map, at the

end of this path are two chests with a Blueberry and Silver. Return right and follow the North path. Get the chest containing an Iron. Back down a bit on your left is a path to your left, it kinda looks like a wall. Go left, then left again to a sign. Get the treasure box just below it containing a gold. Now go right, then up and take your first left to find two more boxes containing another Blueberry and Gold. A bit North you'll find a save point, take the path left, get the spectacles then return to save your game. Go into the door beside the save point.

There will be a scene and the other side of the room.

Boss: Alen-Tax

Hp: 400

Mp: 0

Strong: Dark

Weak: Light

Exp: 150

Fol: 500

Begin the battle by pressing circle and switching control to Claude. Even if you are playing with Rena as a main character you will probably find it easiest to control Claude for the entire game anyway. Rena will continue to heal you. This boss can be defeated fairly easily simply by constantly tapping the attack button. Any attacks he manages to get in will be negated by Rena's heal, and he only has 400 Hp.

Following the battle there will be another lengthy scene.

-----o
I - iv - Arlia Village
-----o

Items: None

The scene continues in the home of the mayor. Watch the scene then exit the house to continue it.

Go back into the mayor's house and speak with Regis. There will be a scene and a flashback to watch here. When you can move around as Claude again, go downstairs and exit the house. Waiting for you on the bridge on the West side of town is Rena. Watch the events and flashback. You'll soon be on the world map.

You can save your game here. You're free to run around and fight enemies if you wish. Your next destination is the town of Salva to the North. (North corresponding to your world map, which can be toggled with the start button.)

-----o
I - v - Town of Salva
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Items: Heavy Ring, Portrait B

There are numerous shops to explore in the town of Salva. Enter the two-doored weapon shop to the Northeast to find a treasure box and a Heavy Ring inside it. There's little to do other than shop here. Exit to the North when you are done.

Following the path will lead you directly to Cross Castle, you can't miss it.

-----o
I - vi - Town of Cross
-----o

Items: None

After a scene, head up and to the left building. This is the inn, the scene will continue. Leave the inn the next morning.

Head to the right, this is the shopping district. There is a lot of better equipment for both Claude and Rena here. Note the shop with the blue roof and bright yellow/orange sign. This is the skill guild, enter the skill guild in every town and speak with the man in green to purchase new skills. These skills can be learned by levelling up and distributing points in the 'Skills' heading of the menu. Now return to the central area and leave town.

In order to recruit two special characters later you must do the following. When you stand outside the kingdom you will note an icon that says "Private Action" will appear. Press square to enter the town and split up. Run straight up to the next map North. On this path you will encounter a mysterious man. Nothing will come of it right now but it is a requirement to recruit two characters later. Now again leave the town and enter normally without a private action.

Take the North path all the way up into the castle.

-----o
I - vii - Cross Castle
-----o

Items: Wooden Shield, Leather Helm, 500 Fol, 600 Fol, Passport

Speak with the person at the desk on the left. Take the stairs on the left down. Enter the large room in the centre of the hall. The armory contains two chests with a Wooden Shield and a Leather Helm. Now go back up the stairs. Take the left stairs up this time. Make a left at the end of the hallway and go up the stairs. Speak with the two women who appear to be talking to each other. Then enter the room on the left, inside speak with the person in there who tells you the prince is resting in his provinces, then grab the chest containing 500 Fol. Return to the main room and speak with the guards at the entrance to the throne room to learn that it is time for your audience.

Watch the scene that follows here. Ask about each of the three choices you are given. You will receive 600 Fol and a Passport. Now return to the central area of town.

-----o
I - viii - Town of Cross
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Items: Treasure Map

Something is afoot in the centre of town. Watch the events that occur here. Choose "All right. Lets's go." when prompted. Exit the town of Cross.

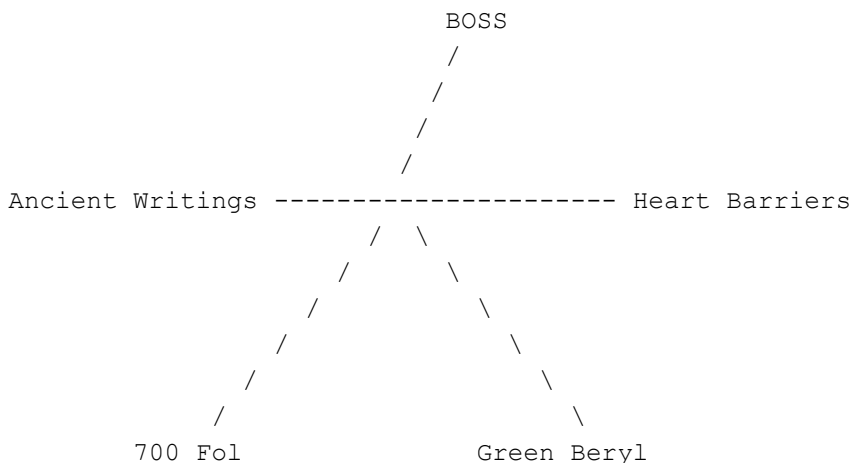
Follow the path Northeast, when you are about to reach a sign go to the right, in front of you will be Cross Cave.

-----o
I - ix - Cross Cave
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Items: Blueberry, Blackberry (2), Iron, Artemis Leaf, Sweet Syrup (2), Cure Poison (2), Lavender (2), ?MINERAL, Stink Gel, 700 Fol, Green Beryl, Heart Barriers, Ancient Writings, Magic Canvas, Tri-ball, ?Jewelry, Resurrection Mist, Feather Pen

Enter and go North. Go left at the fork, it will lead you to a room with a Blueberry. Return and take the right fork. Take the East path which leads to two chests with a Blackberry and an Iron. Go back and take the West path. Go West again in the next room and get the Artemis Leaf and Sweet Syrup. Go back one room and take the upper right path. Grab the Cure Poison and go North. There are two chests here containing a Lavender and a ?MINERAL. Head West to find another room with a chest to get another Lavender. Proceed North, then left to find a Stink Gel and another Sweet Syrup. Now head right, and right again. Take one more right and watch the scene that occurs.

Save your game at the save point. Leave the room at the newly formed exit. This room contains five treasure chests. The following shows you what is contained in each one:



If you open the treasure chest at the Northeast you will fight:

Boss: Gargoyle (2)
Hp: 1500
Mp: 0
Strong: Dark
Weak: Light

Exp: 1000
Fol: 1700

The most important part about fighting this boss is that you absolutely, by no exception get caught in between the two of them. If you do they can ricochet you back and forth and you'll be dead before you know it. Try to lure them apart and fight one by one. Celine's Ray serves as a good way to interrupt their attacks. Once on is dead, the other one will be no problem.

Once you have the Ancient Writings return to save your game. Go down, and this time at the large area with the flower-like things on the ground, exit to the South. From here go right twice and get the Magic Canvas and Tri-ball. Now go left three times and open the box to obtain a ?ITEM. Continue left and

follow this route until you find another chest. Get the Cure Poison and Blackberry. Now head all the way back to the split before the room with the Magic Canvas and Tri-ball. There is a path leading South that curves to the left, go down and you will find yourself in a room you've been in before. From here just head South to the exit.

There is an event with Celine in the front entrance. You have the option of having permanently join your party here. It's your choice. Afterwards leave Cross Cave.

To reach Klik you must follow the path that leads Northwest from the fork with the sign on the world map. Follow this path along, across the bridge and right to the end. You will find yourself at the Port of Klik.

The following details how to unlock the hardest boss in the game, it is not a requirement to fight and if you have no interest skip ahead to the three asterisk marker (***) .

Before you enter there's something important to note. There is an event you can do now, that you can't return to do anytime later. It involves triggering an event that will lead to a fight with the hardest boss in the game. While the optional bosses in this game are extremely challenging none compare with this fight. The boss of the game in Star Ocean: The Second Story can actually be made exponentially harder by turning his "Limiter Off." If you are playing to beat the game and see the ending this is not something you want to do, however if you are playing to conquer everything this game has to offer then it's a challenge you'll definitely want to try. In order to begin the process to turn his "Limiter Off" you must do a private action in Klik. Head to the centre of town to find a girl in a purple cloak making some kind of prophecy. Listen to everything she has to say. That is all you have to do for now. His limiter can only be turned off later if you did this now.

Also note you can pickpocket the Mischief from Filia, an item you can get nowhere else.

Continue into Klik normally.

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I - x - Port of Klik
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Items: Grain, Lyre, Seafood, Vegetables

When you enter Klik you can explore and do any shopping you want. Be sure to visit the skill guild. When you're ready head South to the docks. At the bottom left corner speak with the Captain of the ship. Return to the central area of town for an event. Return to the docks again. On the right side will be an angry man and two children. Talk to the children to get some information. Head back to the first map of town. You should see the little blue haired boy standing beside the warehouse. Watch the scene that follows. Along with Ketil go to the central plaza, something will occur. He says that he wants you to do something for him. Before you take him down to speak with the kids at the dock you can explore the various buildings with him. Be sure to speak with the cook in the restaurant and get the chests. When you're ready take him back down to where the kids were playing. Speak to one of them to trigger an event.

Afterwards speak to the Captain again. Make one last trip to the centre of

town. Now there will be another event with a cutscene. Afterwards the Captain will be on your left, talk to him. He'll return your Passport. After he finishes talking go up the stairs for another cutscene. Continue up and speak with Ketil. Now leave Clik.

Return all the way back to the sign at the path fork. Take the path Northeast and in no time, you'll reach the village of Mars.

-----o
I - xi - Mars Village
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Items: Silk Robe, Mud Boots

Quick Note: If you have an extremely good pickpocketing skill, along with the "Dexterity" talent it is possible to steal an item called 'Treasure Chest' from the old man standing to the right of the inn. In the event you actually are able to get this item, you can try the following. On the world map save your game and use this item. It will give you three random items in your inventory. It is possible to get a 'Marvel Sword' randomly but it is extremely rare. You can load your game over and over reusing the chest until you get it if you like. With this sword you will be able to slay virtually all enemies in a matter of seconds from this point on until the majority of the way through your quest. This takes a lot of time and dedication and is only for people willing to put in the effort. Anyway...

Enter Mars village and head right. Enter the house at the North corner of this section. This is Celine's house. Go up the stairs and into her room and grab the chest containing a Silk Robe. You can do any shopping you want now. When you're ready to move on, enter the house at the Northwest corner of the West section of town. Watch the long scene.

When you have control again re-enter the Elder's house and speak with him to rest up for the next day. After a scene, equip the Mud Boots (you'll need them on) and enter the forest.

-----o
I - xii - Heraldry Forest
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Items: ?HERB, Amber Robe, Smelling Salts, Dummy Doll, Hut Key

Save your game and open the treasure chest on the left side to get a ?HERB. Follow the path right and you will encounter some bandits. Continue along the path and soon you'll find yourself face to face with more bandits. Dispatch these as well. Continue left, until you reach the swamp. You'll be able to cross it following a scene, then take the path North just past the swamp. Open the chest for an Amber Robe. Head back down and continue West. Follow the path West until it curves up. At this point proceed left at the fork and get the Smelling Salts. Going back right will result in another encounter with bandits, so beat 'em up.

Head up to the next map, on your right open the chest to obtain a Dummy Doll. Keep going North until you reach a save point. Be sure to save your game, then go down and get the Flame Blade. Now continue East from the save point, following the path. Take a right at the fork and get the Mandrake. The left path leads to a bandit and a short scene. Continue left.

Another scene will occur here.

Boss: Varmillion
Hp: 3000
Mp: 0
Strong: Dark
Weak: Fire, Light

Exp: 1000
Fol: 1000

If you have the Flame Blade equipped then you should have little problem in this fight, Celine will likely back you up with Ray or if you've really been levelling, Energy Arrow.

Watch the next long scene, all the way back to end in Mars village.

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I - xiii - Mars Village
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Items: Sour Syrup, Purple Mist, Silence Card

Leave Celine's house and return to the Elder's house on the West side of town. Go inside and into the room in the back. There are three chests here containing a Sour Syrup, Purple Mist and a Silence Card. Now attempt to leave town and a scene involving Celine will start. At the end of the next scene you will find yourself once again on the world map.

Continue West along the path to reach Herlie.

At this point it is possible to recruit Ashton, refer to the character recruiting section for the guide on how to get him.

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I - xiv - Town of Herlie
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Items: Ring of Sadness, Leather Boots, 1200 Fol, Sinclair Sabre, Ringed Mail

Go North then into the house at the top left. In the room upstairs is a Ring of Sadness. At the very top is a mansion, the rooms on the right side contain Leather Boots and 1200 Fol. Upstairs you'll find a Ringed Mail and Sinclair Sabre. Exit the mansion and head towards the ship near the entrance to town. Talk to the man and pay the fee of 120 Fol to cross over to the continent of Lacour.

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I - xv - Port Hilton
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Items: None

There's lots of good shopping to do here so enjoy yourself. There's nothing else really to do here to leave when you're done.

At this point you should have the "Perseverance" skill. You should put as many skill points into that as you have, it takes a total of 80 to max and it will reduce the number you need for every other skill you have. This will reduce the total you need to max everything by hundreds if not thousands of skill points. Very worth it.

Follow the path West to the very large city of Lacour. You can't miss it.

-----o
I - xvi - Town of Lacour
-----o

Items: Star Ruby, Tournament Pass, Shard Edge

Proceed directly North into the castle. The shops in this town are mostly all closed due to the tournament so there's little shopping to be done. Speak with the upper person at the reception desk and choose the top option

From here head right to the 'Weapon Shop District.' There are many shops here each willing to sponsor you. They will equip you and give you the items to use in battle, here is the following setup each shop will grant in order of location from left to right:

---Weapons Shop [Counterpunch]

Weapon: Sinclair Sabre
Armor: Brigandine
Shield: Buckler
Helmet: Plate Helm
Greaves: Silver Greaves

Items: Sweet Syrup (2), Mixed Syrup, Blackberry

---Weapons Shop [Knockout]

Weapon: Long Edge
Armor: Leather Armor
Shield: Wooden Shield
Helmet: Leather Helm
Greaves: Leather Greaves

Items: Sweet Syrup (2), Mixed Syrup, Blackberry

---Weapons Shop [Slayer]

Weapon: Walloon Sword
Armor: Ringed Mail
Shield: Round Shield
Helmet: Iron Helm
Greaves: Iron Greaves

Items: Fruit Syrup, Fresh Syrup, Attack Vial, Violence Pill

---Weapons Shop [Straight]

Weapon: Gusguine
Armor: Banded Mail
Shield: Knight's Shield
Helmet: Banded Helm
Greaves: Plate Greaves

Items: Sweet Syrup (2), Mixed Syrup, Blackberry

Knockout has the best offense while Counterpunch offers the best defense. The other two are balanced. Just examine each shop and choose the one that you think is best. It doesn't make too much of a difference. You will receive a

Tournament Pass after you choose one.

You can explore the town as much as you like. When you're ready to proceed enter the inn and speak to the person at the desk. After the scene, it will finally be the day of the tournament.

Leave the inn and head up into the castle. In the main hall of the castle go left, follow this hall up the stairs until you reach the arena. Speak with the man at the desk to pick up your weapons and watch a scene. After, run left into the waiting room.

Speak with everyone here to pass the time. Soon enough a soldier will come into the room and you'll have a chance to use the menu one final time. Choose yes, and begin the first battle.

Amon Rau
Hp: 2000

This is a simple fight, just keep hitting him again and again and he won't be able to interrupt you.

When you're back in the waiting room, exit right and go into the upper door on the right side. Run around to the back of the spectator's area and find Celine standing in the middle near the centre, speak with her. Watch the following scene, soon another match will begin. After Dias' fight the conversation continues, but soon it's time for Claude's next match. Choose yes to begin it.

Dol Adan
Hp: 3000

This enemy can interrupt your attacks with a kick, so throw in some killer moves if you need to, to keep you at a safe distance, remember you do have some items.

When the soldier asks if you're ready choose yes to begin the fight.

Jose Duran
Hp: 3000

This is the hardest fight, this enemy hits very hard so you'll need to use killer moves. Use Head Splitter over and over from a distance and try and avoid being hit at all, you'll need to be at a good level to win this fight

Return to your seat and speak with Rena to trigger a scene. Watch the next match, and soon after it you will be called on again. Choose yes to start the fight.

Dias Flac
Hp: 2500

Dias cannot be beaten. Regardless of level. Period.

You'll find yourself back in the waiting room, so watch the scene that occurs there. Afterwards leave and return to the weapons shop that sponsored you to receive all the equipment you used and a cash prize.

Now for a quick little run to get what you need to acquire one of the best swords in the game, the 'Eternal Sphere.' Remember the super shard sword Dias

used? Well return to Grandpa Gamgee's house. It's down the North path on the West side of town. After speaking with him he will give you the Sharp Edge (Only if you won of course.) In order to create the Eternal Sphere you must have a character with a good Customize skill. You will need two Mithril items as well. The earliest way to get Mithrils is to use the level up the Oracle skill which randomly puts an item in your inventory for each level of the skill. Use it until you get two Mithrils. Customize one Mithril with the Shard Edge until you get the Minus Sword, then customize a Mithril with that to get the uber powerful 'Eternal Sphere.' You may have to wait until later in the game to do this, but be sure not to forget.

Leave Lacour when you're ready. If you leave and immediately return, you can finally make purchases at the weapon shops.

At this point it is possible to recruit Opera, refer to the character recruiting section for the guide of how to obtain her.

When you're ready head South from Lacour to reach Linga.

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I - xvii - Town of Linga
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Items: None

Watch the scene that occurs right as you enter the town. Afterwards you'll be able to wander around till your hearts content. At this point you'll be able to recruit either one of two characters but not both, you have to choose. You must Choose between Precis, who you just met or Bowman, a pharmacist you will meet momentarily. Of the two Bowman is a far superior fighter, and a character I would recommend using in your final party but it's up to you.

To recruit Bowman is simple, all you need to do is NOT do the things you need to do to recruit Precis, so in other words just continue the game normally.

If you wish to recruit Precis and not Bowman, refer right now to the character recruiting section for how to do it.

Enter the house just to the right of the path North, beside the large sign. Watch the events here. When you're done head to the North section of town and enter the building on the left. Speak with the man at the counter. After he's given you your quest, leave the town. The Sanctuary of Linga is the cave in the mountain just Northeast of town.

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I - xviii - Sanctuary of Linga
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Items: Lavender (3), Might Chain, Aceras, Dill Whip, Straight Punch, Cinderella Glass, Spring Water, ?GUARD, Poison Check, Rose Hips, Mandrake, Rainbow Diamond, Artemis Leaf, Bubble Lotion, Mixed Syrup, Wolfsbane, Ruby

Examine the herb right in front to get a Lavender, which is definitely not rare enough. Begin by going right, then take a left at the fork. At the next split go down the stairs on the right and grab the chest containing a Might Chain. Go back to the split and take a left. Go South and get the Aceras, another non-rare herb. Then head North until you reach the next section.

Ignore the herb (we'll go that way on the way out) and head South, then at the split proceed up to the next map. Head right and down the stairs. Continue right and get the herb, the Dill Whip. You can now return to Bowman if you like, but for those who wish to get all the treasure (and fight a boss) continue on.

Go back left. Take the path North, it's kind of hard to see but it's just to the left of one of the skeletons. Open the chests and get the Straight Punch and continue along the path to the West. Walk under the dragon's rib cage to get another Lavender. Now ascend the stairs just above you and follow the path to a three way split. Head East.

Get the Aceras herb here and Twin-edge. Keep following the path right until you reach a save point, at which you should save your game. Continue to the next map where you will see three treasure boxes and a scene.

Boss: Visseyer (3)

Hp: 10,000

Mp: 100

Strong: Void

Weak: Lightning, Light

Exp: 12,600

Fol: 21,000

The hardest part about this boss is that it can eat your characters so you have to be extremely careful. If one of your characters is swallowed you must attack the one that swallowed him/her under they reappear. These things only have 10,000 Hp each so they go down fast, but then there's three of them you have a very high risk of being eaten. Let Celine's magic help you in the background and focus everything you have on one at a time. They are also able to poison you, but since they deal very little damage Rena will likely be ready with the antidote spell most of the time.

Open the chests to get a Cinderella Glass, Spring Water and a ?GUARD. Return and save your game again. Now return to the three way split and go South. When you reach the main entrance to this section of the Sanctuary, go left a few steps to find a treasure chest containing a Poison Check. Continue left and get the herb for a Rose Hips. Now go back and head down.

When you reach the fork head Northwest and go down the stairs to get the Mandrake herb you ignored last time. Keep going down and you'll find a little opening with a Rainbow Diamond and another Lavender. Go back to the bottom of the stairs and this time, head down the path that leads Southeast. You'll come to a three way split again, at which you should take the East path. Get the Artemis Leaf here, then return to the split and proceed South.

Along this path you will find a chest containing a Bubble Lotion, then another containing a Mixed Syrup. When you reach the stairs, don't go up, make your way left. There is a Wolsbane herb to get here. Now make your way South. You'll find the final chest of the dungeon which contains a Ruby. All you need to do now is continue South on this path and before you know it you'll be on the world map again.

Return to Linga.

-----o
I - xix - Town of Linga
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Items: None

Return to the pharmacy and speak to Bowman. Once he calms down go with him to Keith's house and watch the scene when you arrive. When you have control again go upstairs and talk to Bowman. Another scene will commence. Assuming you did not recruit Precis you will have the option of letting Bowman join you. Whatever you choose it's time to leave the next morning. Leave Linga and return to Lacour.

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I - xx - Town of Lacour

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Items: Link Combo

Enter Lacour and speak with the guard to hear some surprising information. Make your way to the castle and speak to the person at the reception desk to register.

From the main hall of the castle go down the path to the right and follow it all the way down the stairs and into the Laboratory. Watch a lengthy scene here. You'll get a Link Combo and be ready to go on your way. Leave the castle and Lacour entirely. Head to Hilton back West.

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I - xxi - Port Hilton

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Items: None

When you enter Hilton, speak with the soldier standing beside the large ship. Choose to head off to the ruins when you are ready. After the boat ride leave the beach and head West to the Hoffman Ruins, which is located right in the middle of the forested area.

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I - xxii - Hoffman Ruins

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Items: Cure Stone, Recoil Bracelet, Light Box, Angel Hair, Aquaberry, Dictionary, Cure Paralysis, Holy Mist, Green Beryl (2), Zephyr Earring, 1-up Pudding, Gold, Orichalcum, Hyperball, Diamond, Spring Water, Fruit Syrup, Hot Syrup, Peep Half, Material Kit, Peep-peep Bomb, Blackberry, Paralysis Check, Sour Syrup, ?HERB, Energy Stone

Ascend the stairs to the entrance and watch the events that occur here. When the door opens enter the Ruins. Along the path ahead of you are two doors on your left, enter the first to get a Cure Stone, then the second to get a Recoil Bracelet. At the end of the hall is a room with two chests containing a Light Box and an Angel Hair. Go back near the entrance and take a right, following the path save your game and go down the elevator.

A quick note, when fighting in this dungeon a mine cart will always ride through your battle maps. Watch out, it'll deal 50 damage you each time it hits and it can hit a lot. It does however hit enemies as well and can be a great way to clear a field if you're good at luring monsters.

Go down at the first fork and grab the first chest you see containing an Aquaberry. Follow the Southwest path to another fork. The top leads to two chests, a Dictionary and a Cure Paralysis. The bottom path leads to a bomb

detonator to activate. Be sure to heal up after setting it off. Return to the previous large room. Run back to the first fork near the elevator. This time take the North path. Grab the two chests here containing a Holy Mist and a Green Beryl. Continue along the path. In this next large room go Southwest to the next section, there is a detonator to activate here, then return to the room you just came from. Take the East exit out.

Activate the detonator here as well and head up through the path that opens. On the left branch get the chest containing a Zephyr Earring. On the right side is another branch, the lower will lead you to a 1-up Pudding and a Gold and the upper leads to an Orichalcum. Go back out to the room where you blew open the path. Take the Southeast exit.

In this room you can find a Hyperball and another detonator to set off. Continue along the path to the next room, grab the two chests opposite each other for a Diamond and a Spring Water. Then go East. Here you'll find a Fruit Syrup. Continuing along and South at the fork will lead you to two chests containing a Hot Syrup and Peep Half. The North path from the fork leads to a detonator to activate. The South path at the bottom right will bring you down to a room containing a Material Kit and Peep-peep Bomb. Now return back to the large room with the two chests opposite each other. This time proceed Southwest.

There is a chest here with a Blackberry. Down the path to the right at the Southeast corner you'll find another Green Beryl. Head South to the next section, on the right side grab the Sturm Ring and head back up. Take the West path and follow it West again. In the large room go Southwest, in this large room activate the detonator. Grab the chest at the upper left for a Paralysis Check then go down a bit and take the West exit.

Blow up this final detonator here. At the end of the path is a ?HERB and a Sour Syrup. Backtrack to the right and take the South exit. Follow this path until you reach another large room. Open the chest here and get the 'Spring.' Save your game at the save point, then take the North path.

Watch the scene that occurs when you enter this room.

Boss: Harfainx (2)

Hp: 36,700

Mp: 100

Strong: Fire, Wind, Void, Vacuum, Star

Weak: Light, Dark, Thunder

Exp: 40,000

Fol: 10,000

These things are pretty hard. They're fast and can cast magic. You need to eliminate one of them as fast as possible. You should make sure that if you're fighting with at least two physical attackers, that both bosses have at least one on them at all times to interrupt and make sure they can't cast any spells. Continue to hit one as hard as you can, they don't have too much power physically, when one goes down you can focus your entire party on the one that remains and hopefully have no problem.

There will be a scene after the battle and you will acquire the Energy Stone. Now it's time to leave the Hoffman Ruins.

When you head outside if you recruited Opera, and did the precursor event for Ernest, go back to the character recruiting section for Ernest because this is where you recruit him.

Return to the beach and speak with the soldier to depart. When you get back, return to Lacour.

-----o
I - xxiii - Town of Lacour
-----o

Items: None

Enter and speak with the people who talk to you, on the way to the throne room of Lacour Castle. Once the conversation with the king is finished you must head to the front. The front is location on the path going North, the path is located midway between Hilton and Lacour. Head to the front now.

-----o
I - xxiv - Lacour Front Line
-----o

Items: None

Run North to the next section. On your left and right are shops. The left one has the path up the stairs you need to take to meet with the commander in the room on the right, at the top of the stairs. A scene will commence when you enter. Exit the room to continue it.

When you have control again, run down the stairs and find Dias outside. Watch the scene between the two characters. Return upstairs and speak with Rena who is standing outside, North of the commander's room.

The next day go upstairs and speak with everyone you can find. Go back down to the shop and head up again, if you spoke to enough people or enough time has passed at the top of the stairs someone should announce a monster attack. Go out the North door and watch the scene.

Boss: Shin
Hp: 21,000
Mp: 200
Strong: All
Weak: N/A

Exp: N/A
Fol: N/A

Even though he is listed as having 21,000 Hp you cannot hurt him. The catch is this is neither a battle you're supposed to lose. If you die it's game over, your objective is just to stay alive until enough time has passed and the battle ends. Keep hitting him anyway to interrupt any of his spells, you only have to stay alive for a minute or two.

Watch the scene that occurs at the end of the battle. Run back upstairs and talk with the people again. Go into the medical ward and choose to rest. When you wake up in the morning and try to leave you should be interrupted by a soldier. Run outside for a big event and even a cutscene! Afterwards go back inside and meet with Leon's parents near the stairs.

-----o
I - xxv - Town of Lacour
-----o

Items: None

You'll automatically find yourself here in the middle of a conversation with the king.

-----o
I - xxvi - Port Hilton
-----o

Items: None

Again you'll find yourself here automatically. After a quick scene you'll find yourself aboard the warship. Soon after this you are treated to another cutscene. Following the cutscene is a battle, three easy gargoyles to defeat.

Boss: Shin
Hp: 21,000
Mp: 200
Strong: All
Weak: N/A

Exp: N/A
Fol: N/A

This time you not only can't hurt him again, you have to lose this battle. As you have to worry about is that you don't pointlessly waste any items trying to stay alive.

Watch the events that follow the battle until you once again have control of your character. Run up the stairs from the beach onto the world map. You'll see a something in the middle of the forest near where you start, head into it.

-----o
I - xxvii - Eluria Colony
-----o

Items: ID Card, Plate Mail (2), Rune Cap, Giant Fists, Silver Greaves (2), Metal Fangs, Silver Robe (2), Shield Sword, Veil Piercer, Fine Shield

A scene will commence when you enter. After it ends enter the building on the right. Inside speak with the elder and listen to the entire conversation. When it's over, you'll have the option of recruiting Leon, then go next door to the armory. Examine all the barrels, racks and everything that lines the armory to find lots of equipment, the full list of what you can find is as follows:

- Plate Mail
- Plate Mail
- Rune Cap
- Giant Fists
- Silver Greaves
- Silver Greaves
- Metal Fangs
- Silver Robe
- Silver Robe
- Shield Sword
- Veil Piercer
- Fine Shield

Make sure you find everything. When you try to leave, the guy who sells the tools will hand you an item. Take the ID Card and leave for Eluria. It's the very large tower East of the colony.

When you enter, after a quick scene run up to the door and insert the ID card, you will automatically enter.

-----o
I - xxviii - Eluria Tower
-----o

Items: Meteor Ring, X Box, Steel Helm, Stone Check, Holy Mist, Crestier Guard, Trickster, Musical Software, Cure Paralysis, Sapphire, Aquaberry, Crystal, Ultra Punch, Star Ruby, Cure Stone, ?GUARD, Crestier Guard, Fresh Syrup, Card Key, Murasame Sword, Giant Fists, Splinter, Spring Water, Gale Earring

Such an awesome track playing here. In fact the entire soundtrack is great, you should order it.

Begin by running straight up and opening the five treasure boxes here. Inside you'll find a Meteor Ring, Steel Helm, Stone Check, Holy Mist and an X Box... (it's a weapon photon gun for Opera, remember this game was made back in the 90's.) The statue in the middle is part of a puzzle you're free to keep track of and solve yourself. The guide will give the answer if you want it when the time comes though. Head up the left set of stairs.

When you reach the top notice the light on the left wall, it doesn't look like it but this is actually a door. The reason it's hard to notice is because it contains a super rare item, the Trickster. Grab it along with the Crestier Guard and Musical Software. If you're wondering just by having the Trickster equipped on any character you will randomly find items or money every few steps you take. Leave the room.

Grab the three chests at the bottom of this room to find a Cure Paralysis, Sapphire and an Aquaberry. Head North and save your game at the save point. Now take the elevator up.

Make a right at the fork and go up the elevator. Grab the two chests here containing a Crystal and an Ultra Punch then head back down the elevator. This time take a left at the fork and get the two chests here for a Cure Stone and Star Ruby then go up the elevator to your left. Proceed East and take the elevator up. Grab the three chests here containing a ?GUARD, Crestier Guard and Fresh Syrup. Now examine the statue in the middle.

If you've been following the puzzle up to now, you can try and put it all together, it's not too complicated.

The answer he's looking for is the word 'APOCA' short for Apocalypse, in other words input:

1st Letter: A
2nd Letter: P
3rd Letter: O
4th Letter: C
5th Letter: A

You will receive a Card Key for this, now go back down the elevator on the left. Head across to the West and go up the elevator on the end. When you reach the top go to the set of three red pillars on the left and examine them. You can use your Card Key to make them disappear and get through, run all the

way to what looks like a dead end. Now watch the scene that occurs here. If you're good, you can pickpocket a Battle Suit from one of the cadets on the ship here, it had the highest defense out of any armour in the game with 500. Definitely worth picking up if you can, there's only five in the game and two require having Ernest in the party. Go through all of the following events. When you return to Eluria Tower head to the Northeast elevator that was previously blocked by the red pillars and go up.

At the top save you game at the save point and proceed North. Watch the scene when you enter.

Boss: Shin
Hp: 21,000
Mp: 200
Strong: All
Weak: N/A

Stonestatue (2)
Hp: 2200
Mp: 0
Strong: Dark
Weak: Light

Exp: 45,400
Fol: 52,100

This time he must be defeated, he also has a couple little gargoyles that should be no problem to take care of. Eliminate them first and get them out of the way. 21,000 Hp is rather low for a boss at this point in the game so it shouldn't take too long to get rid of him, your only problem is that he's an airborne enemy so is harder to hit. With at least two physical fighters on him at all times he won't get a chance to use his magic and really won't be able to do too much damage at once. Be sure Rena has Cure All ready to cast at any time and you should be fine.

Go back down and save your game, then proceed up the elevator to the North.

Enter the door on the left and open the chests that contain a Murasame Sword and Giant Fists. Exit and enter the door on the right, getting the Splinter and Spring Water. Leave and enter the middle door, grabbing the chest containing a Gale Earring and then proceeding into the door on the right.

You will go up an elevator and be thrust into a rather large event occurring at the top. Watch the long scene here.

Boss: Berle
Hp: 100,000
Mp: 100
Strong: All
Weak: N/A

Exp: N/A
Fol: N/A

This guy cannot be beaten, however again you cannot get game over. The difference this time is that he will obliterate you instantly if you even try to put up a fight. He's very easy to run away from though. Get him to start running after you to attack, and just stay enough ahead of him so he keeps chasing you. He can't cancel his attack until he actually swings so as long as you keep running the battle will continue. Stay alive for a minute or so.

After the battle the scene continues. Another cutscene occurs. Following the conversation you will have the option of saving your game.

Do so.

o----- Disc 2 -----o

Disc 2 starts with a narration, followed by a scene. After you enter the transporting device, head out of the room to trigger another sequence of events.

-----o
II - i - Central City
-----o

Items: None

After the very long scene, descend the stairs and exit the building.

If you have any interest in recruiting Chisato (she's a pretty good character) then do the following. Also at this point there's only two more characters to get so if you have any more than one open slot you might as well anyway. In front of the building you just came out of head West and you'll see someone. She'll run off, this is all you have to do for now.

You can explore the town and make any purchases you wish, leave when you're ready. You may wish to note that the Steak being sold at the restaurant is Claude's favourite food and will restore his Hp/Mp 100% outside of battle. Helpful.

On the world map head North to North City.

-----o
II - ii - North City
-----o

Items: None

If you say the event in Central City you'll see the red haired girl again at the North part of this town. Enter the building at the top right and go into the door to the left of the main desk. A scene will begin when you enter this room. Watch all the events that occur here.

Boss: Synard
Hp: 43,000
Mp: 200
Strong: N/A
Weak: Thunder

Exp: 80,000
Fol: 20,000

His breath attack can really devastate any members of your party. Try and stay away from the area right in front of his face. Use killer moves like Head Splitter while either your other physical fighters or magic uses continue to hit him. It's kind of awkward because he's airborne, but he really isn't particularly hard, so do your best.

Afterwards will be some more events. Leave the room and enter the transporter.

When you get across you will find yourself in a house, and be interrupted by someone soon after entering.

-----o
II - iii - Noel's House
-----o

Items: Nature's Life Force, Pet Food, 50,000 Fol

After the conversation open the three chests for a Nature's Life Force, Pet Food and 50,000 Fol. Leave the house and head South to the cave.

-----o
II - iv - Cave of Red Crystal
-----o

Items: Resurrection Bottle, Dream Bracelet, Heraldry, ?MINERAL, Cinderella Glass, Fling Hawk Robes, Chisato's Job ID

Start by going up the far right path, at the end open the chest and get the Resurrection Bottle. Go back down and take the path just to the left of this one, and go up into the glowing yellow area, to descend the stairs. At the bottom head left and get the three chests in this area containing a Dream Bracelet, Heraldry and ?MINERAL. Return back upstairs and this time take the left path up to the next section of the cave.

Go left at the first fork and open the chest to find a Cinderella Glass, then continue along to the Southwest exit. Keep going right at the first split. On your way along this path if you chose to see the event that leads to recruiting Chisato you'll see her run along the path right above you. Something will be left behind after she does. Keep going left to get the Flying Hawk Robes. Head back up to the fork and go down this time, pick up Chisato's Job ID if she appeared for you then go to the right.

Go along the path and take the first Southward branch you come to and follow it for quite a ways. When you reach the fork at the bottom proceed up. At the bottom of the stairs save your game at the save point just above and to the left. Head to the Southeast corner of this area you'll find a treasure box with a Fruit Syrup and another with a ?MINERAL. Return once again to save your game, then proceed North.

Watch the scene here when you meet up with the Synard.

Boss: Arcmene (2)
Hp: 40,000
Mp: 0
Strong: N/A
Weak: Thunder

Exp: 78,000
Fol: 52,000

This boss is somewhat difficult because there's two of them, they're fast and can dish out good damage. Try and split your party to focus on both of them at once so they don't gang up on one person. If you have any magic users make sure they're using spells that affect the entire map. This fight is another example of one that gets exponentially easier when only one remains so hit as

hard and fast as you can. As always be sure Rena is stocked with Mp.

Watch the scene after the boss fight. You will have the option of recruiting Noel. He's a mediocre character but again if you have an open slot that you don't need for Chisato, then there's really no one else so pick him up.

You are now able to fly anywhere you like. Note that the town of Armlock has some really powerful (but expensive) weapons you can buy, also some skills you probably don't have. When you're ready return to Central City.

-----o
II - v - Central City
-----o

Items: Rune Codes, Link Combo

Run to the main building of town once again.

If you're looking to recruit Chisato then stop on the second floor, and head left to the Nede Chronicle. Chisato is standing beside a desk in the office. Speak with her there and you will have the option of recruiting her into your party. Regardless of choice head to the top and speak with the mayor again. There will be a brief conversation here. Afterwards return to the world map.

Fly North to about the centre of the map, onto an island with a lone four-pointed building. This is the Field of Intelligence.

-----o
II - vi - Field of Intelligence
-----o

Items: Jeanne's Helm, Alpha Box, Mirror of Wisdom, Rune Metal, Fruit Syrup, Great Punch, Fairy Glass, Jewel of Intelligence

Watch a quick scene when you enter. Examine the left mirror and teleport. Run up and grab the Jeanne's Helm then take the yellow teleport. Note you can only teleport from yellow coloured squares, not red ones. Examine the pedestal and teleport again. Run up and into the yellow teleport to the North and activate another pedestal, then go back.

Run right and examine the mirror in the middle. Get the two chests here containing an Alpha Box and a Mirror of Wisdom, then go through the middle mirror. Here grab the Rune Metal, Fruit Syrup and Great Punch. Go through the mirror again and this time examine the one on the right.

Run left, take the teleport and activate the pedestal. Return, this time proceed all the way to the right and teleport, then activate that pedestal. Return and take the mirror in the middle back again. Go down and make your way right at the fork, going up to the first yellow teleporter you find. Activate the pedestal here and return. Head South to the next teleporter and activate the final pedestal here. Return, grab the chest here containing a Fairy Glass and enter the mirror.

Exit the Field of Intelligence and go back in. Enter the mirror in the middle and take the yellow teleport. Watch the scene when you arrive.

Boss: Magichand

Hp: 60,000

Mp: 100

Strong: Earth, Water, Fire, Thunder, Star, Vacuum, Void

Weak: N/A

Magicbox (2)

Hp: 30,000

Mp: 100

Strong: Fire, Thunder

Weak: Star

Guardbox

Hp: 30,000

Mp: 100

Strong: Thunder, Star

Weak: Fire

Workbox

Hp: 30,000

Mp: 100

Strong: Fire, Star

Weak: Thunder

Exp: 161,600

Fol: 82,200

This boss can either be really easy or really hard depending on how reliant you are on your other party members. In fact it's very easy to defeat this boss with Claude, alone, without being hit. You'll notice that when you attack the top and bottom pods, the boss has virtually no attacks that can hit you. Then if you stand underneath the main cannon, you can attack the one under it while virtually invulnerable again. The only pod that's difficult is the one out in the middle since the boss can use some of his attacks to hit you at the point, try and defeat this one as fast as possible. When you do start hitting the boss. Standing in the middle and using Head Splitter over and over works well, but I find that if I stand in front of him constantly tapping X you can hit him over and over while he sits there doing nothing, I did this until he was dead. The rest of your party will of course run around in the middle, most likely being obliterated in one attack by his cannon, but you don't even need them. If you want them to get exp, revive them near the end.

After the boss is a scene and a flashback. Afterwards you will get the Jewel of Intelligence, now leave the field.

It's time to move onto the Field of Power. The Field of Power is located directly Southwest of you. It's on the lower snowy island, you'll see a bridge at the top and a large path leading up the mountain. Disembark at the bottom and go up the path to enter the field. Save your game first.

-----o
II - vii - Field of Power
-----o

Items: Assault Bomb, Melting Lotion, Jeanne's Armor, Marvel Sword, Blackberry, Rune Full Moon, ?GUARD, Jewel of Power

Start off by heading right, ignoring the paths that branch up. When you enter the cave you will notice a gorilla standing there. There are numerous fights like the one that follows, you start on the right side and the gorillas on the left and there's a switch on the right. If you let any of the enemies make it over to the right side the fight ends and the path is blocked off. Make absolutely sure you have the 'Flip' skill turned off (find it in skill menu

and
press square to turn it off) then try the battle, if you lose, load your game.

Go to the far right and get the Assault Bomb and Melting Lotion. Then go up the stairs and open to chest to receive Jeanne's Armor. Now return back outside. Leave the field and save your game. Now go back in and take the first path up, the one on the left. When you enter head right and defeat the gorillas, reload if you lose. Afterwards go back and head up the stairs. Here you'll find a treasure box containing a Marvel Sword. Continue East and go outside.

Enter the door on the right and get the Blackberry, then go back out.

Go up the ladder and follow the path back into the cave. Defeat the Gorilla at the end then keep going. Get the ?GUARD from the treasure box and head South at the fork. When you get outside run to the left and descend the ladder. Grab the Rune Full Moon at the bottom and head back up. Go back into the upper door and take the right path at the fork this time.

When you get outside go up the path on your left. Go to the next map, the exit is at the Northwestern corner. Follow the bridge and up the ladder. At the end of this path take the ladder on the right. At the top get the Atlas Ring from the treasure box, then go back down and take the ladder on the left. Follow the ladders up to the next section.

At the top, save your game at the save point and cross the bridge. A scene will occur

Boss: Guardian
Hp: 130,000
Mp: 0
Strong: Earth, Water, Fire
Weak: Dark

Exp: 150,000
Fol: 64,000

If you're using the Eternal Sphere you will probably find this boss to be quite easy, as he will be constantly stunned by your attacks. Also the Atlas Ring you just got will virtually double all damage you deal, so it too can be a very valuable asset. Using the Atlas Ring 130,000 seems like almost nothing for this guy, his attacks may be powerful but it doesn't matter if he gets no chance to attack. If you're using anyone with magic, Dark elemental spells are especially effective.

Now continue across the bridge and examine the alter. You will get a scene and a flashback. After you receive the Jewel of Power. Now leave the field.

The Field of Courage, your next destination is located on the island at the very South of Energy Nede.

-----o
II - viii - Field of Courage
-----o

Items: Sour Syrup, Spring Water, Jeanne's Shield, Warrior Statue, Scyther, Mithril Greaves, Stone Check, Jewel of Courage

When you enter the field begin by going left. Grab the Sour Syrup and head back right. Now proceed up the left path that leads North. At the top you'll

find a chest containing a Spring Water, then go left. Another chests here with a Jeanne's Shield. Now take the North path then the West path. Here you will find an altar, examine it and get the Warrior Statue. Go back East, then East again. Open the chest here to receive a Scyther

Go South from here, in the next room you'll find a pair of Mithril Greaves. Keep going South. Get the Stone Check here and take the Southeast exit. Now head up the small set of stairs, you'll find an elevator to take in the next room. Save your game at the save point below and run to the right.

A scene will occur here. Choose to put the statue on the altar.

Boss: Guardian

Hp: 130,000

Mp: 0

Strong: Earth, Water, Fire

Weak: Dark

Exp: 150,000

Fol: 64,000

If you're using the Eternal Sphere you will probably find this boss to be quite easy, as he will be constantly stunned by your attacks. Also the Atlas Ring you just got will virtually double all damage you deal, so it too can be a very valuable asset. Using the Atlas Ring 130,000 seems like almost nothing for this guy, his attacks may be powerful but it doesn't matter if he gets no chance to attack. If you're using anyone with magic, Dark elemental spells are especially effective. If it looks like this was copied and pasted you're right because this boss is identical to the one you faced in the Field of Power. I doubt I'm the only one who feels like the whole Field of Courage was really tacked on here. Anyway good luck.

After the fight there will be another flashback. After get the Jewel of Courage and leave the field.

To get to the Field of Love, you need to fly to it because it is on an island in the sky, right in the centre of the map, very hard to miss.

-----o
II - ix - Field of Love
-----o

Items: Serpent's Tooth, Resurrection Mist, Holy Rod

Disembark and run up to the door. Once the Rune Codes have granted you access you'll be ready to go. Take the right branch and open the chest to find a Serpent's Tooth, then head West. Continue until you reach a pillar with a red ball, examine it to connect the paths. Go North from the pillar.

Examine the pillar here as well to connect the paths again. Go across and get the two chests containing a Resurrection Mist and a Holy Rod. Go back down and follow a 'U' shape left and back up the other side where you connected the other path. Get the Hot Syrup and proceed North. Save your game then enter the room above you

Watch the scene that occurs when you enter.

Boss: Lover

Hp: 60,000

Mp: 0
Strong: N/A
Weak: Light

Breakwing (2)
Hp: 30,000
Mp: 100
Strong: N/A
Weak: Thunder

Exp: 55,200
Fol: 38,040

Go after the breakwings first, they're the dangerous ones. Split your party so that both of them are being attacked so they cannot cast any spells. Lover probably won't be causing too much fuss in the background, in fact as a boss she's painfully easy. Once the two Breakwings are out of the way you can gang up on Lover and she probably won't even get to attack

Another flashback occurs after the battle. Now leave the Field of Love.

Return to Central City.

-----o
II - x - Central City
-----o

Items: None

Climb to the top of the main building and speak with mayor Narl. A conversation will commence.

-----o
II - xi - L'Aqua
-----o

Items: None

The scene continues when you reach L'Aqua via transporter. After the scene you ride the Herush to Fienal.

-----o
II - xii - Fienal
-----o

Items: None

A quick cutscene occurs when you enter and once again you're thrust into a series of events. Lots of big impressive stuff here, be sure to pay attention.

After you'll be thrust into a fight with two normal enemies. Then again after that.

Boss: Marsilio
Hp: 150,000
Mp: 100
Strong: All
Weak: N/A

Exp: N/A

Fol: N/A

This guy is indestructible, allow him to kill you and don't waste any items trying to stay alive.

Following the fight is another scene and you'll retreat from Fienal.

-----o
II - xiii - Central City
-----o

Items: None

Listen to what mayor Narl has to say here. When you have control again leave Central City.

On the world map you need to head to Armlock, it's at the far East of the map just below Fun City.

-----o
II - xiv - Town of Armlock
-----o

Items: None

Enter Armlock and meet with the person waiting for you at the town entrance. If you've done all the shopping you wish to do, meet with Narl at the North tip of town. Watch the scene and enter the transporter.

-----o
II - xv - Heraldry Weapons Laboratory
-----o

Items: Mind Ring

When you arrive listen to what Narl has to say. When you have control again, proceed up and save you game at the save point. Then head North into the laboratory.

Make a right at the fork and enter the first room you see. Open the chest to get a Mind Ring. Go back to the fork and head left, then make your first right and go up. Find mayor Narl here and watch the next sequences of events.

Chase Rena down to the transporter for a scene, and other events that follow.

-----o
II - xvi - Town of Armlock
-----o

Items: The Key to Mihne Cavern

The person you are looking for lives in the large building right in the centre of town. Enter it to trigger a conversation inside. After a long talk, Narl will give you The Key to Mihne Cavern. Exit Armlock now.

Mihne Cavern is on the island just West of (and not very far from) Armlock.

-----o
II - xvii - Mihne Cavern

-----o
Items: Fruit Syrup, ?MINERAL, Dummy Doll, Aceras, Lightning Gun, LEA Metal, Wonder Drug, Meteorite, Encyclopedia, Fresh Syrup, Smelling Salts, Mithril Mesh

Enter the cavern and use the key to open the door. Head up the path to the right and get the Fruit Syrup. Go back down and left, taking the next right path all the way up to a chest containing a ?MINERAL. Go back down and head Northwest again to a third fork. Take the path on the right to the next map.

Make another right and get the Dummy Doll at the top. Continue up until you reach another chests containing an Aceras. Go back down to the fork at the beginning of this section and make a right, follow it North until you reach a chest with a Lightning Gun. Continue North to the next map.

Choose the left path and follow it all the way North to the next section. Save your game here and move forward.

Watch a quick scene here.

Boss: Bark
Hp: 150,000
Mp: 400
Strong: N/A
Weak: N/A

Exp: 59,800
Fol: 55,000

If you have a lot of killer moves and physical attackers and can get the hits in quick then you can virtually keep this boss stunned the entire battle. The problem is when he gets like this he gets angry and casts 'Lost Patience' which cannot be interrupted, deals about 4000 damage to everyone and just to boot it can poison you as well. If he casts this be sure to hold up on your barrage of attacks for a moment to heal everyone, if your party has less than 4000 Hp then you may need to do some serious levelling up.

After the fight and a quick conversation, you can now move freely through the cave without random battles. You can leave if you wish but if you want the rest of the treasure keep reading.

Run South, then South again. At the fork with the treasure box make a left. Open the two chests here and get the Wonder Drug and Meteorite. There is a path you cannot see that leads Southwest from here, take it down and get the chest at the bottom left corner that contains an Encyclopedia. Go North from that chest all the way up to the next section getting the Fresh Syrup on the way.

Open the chest on your left to receive some Smelling Salts, run North and find another treasure box at a path fork containing a Mithril Mesh. Down the right path from that box is another chest sneakily hiding to you can only see the red tip under the wall, it has a Spring Water in it. At the very Northeastern corner is a chest with a Smith's Hammer.

That does it for the cave, run all the way back down and leave the Mihne Cavern.

Return to Armlock once again.

-----o
II - xviii - Town of Armlock
-----o

Items: N.F.I.D

Go back into Dr. Mirage's house and speak with Mirage in the room on the left. Watch the scene here. It's a free pass to Fun City that will come in very handy. Make your way there now it's just North of Armlock on the same continent.

-----o
II - xix - Fun City
-----o

Items: Sacred Tear, Fallen Hope, Void Matter

Immediately when you enter a sequence of events will occur, watch everything before you continue. When Mirage comes back you will receive the two antimatter weapons, the Sacred Tear and Fallen Hope, as well as the Void Matter. More scenes follow.

Save your game at the save point here, if you're ready to continue speak to the person and choose to go see Narl. Something will occur in the meantime though.

Boss: Marsilio
Hp: 150,000
Mp: 100
Strong: Earth, Fire, Thunder, Dark
Weak: N/A

Exp: 72,000
Fol: 50,000

Marsilio is fast, but his attacks are significantly weaker than the last time you fought him, and you can actually damage him now. It's possible to surround him with fighters and keep him from getting any attacks off, but in case he does be sure Rena is ready to heal. There's no real big strategy here, he has no elemental weaknesses, at a decent level you should have no problem.

With control again, run to the lobby and save your game. Then exit outside to witness another event here.

Boss: Shigeo
Hp: 160,000
Mp: 100
Strong: N/A
Weak: N/A

Exp: 83,000
Fol: 54,000

He's fast too, and his attacks are all dependant upon running away and not being interrupted. If you're able to keep up with him you can keep him from doing anything at all. Having a spell caster here is a good idea because they can interrupt him when he's out of range. He has about the same amount of Hp as the other guy but will probably take longer since he's a lot harder to corner (but it can be done.)

After the scene, quickly leave fun city and return to the town of Armlock.

-----o
II - xx - Town of Armlock
-----o

Items: None

Approach the people in front of Mirage's house and speak with them, watching the scene that follows.

Boss: Berle
Hp: 170,000
Mp: 100
Strong: All
Weak: N/A

Exp: 99,000
Fol: 58,000

This is the hardest of the three bosses, he is able to bring up a blue shield that renders him absolutely invincible while it remains up. There is a very good chance that your teammates will be too stupid to realize this and get absolutely annihilated by him. You're definitely going to want to try and corner this guy, it's the trick to beating him. If he isn't given a chance to move he won't be able to bring up his shield, so bring your fastest attackers in and wait till his shield wears off. Use that as your chance to strike and drain as much Hp as you can, as fast as you can.

It's time to leave Armlock, speaking to someone automatically on your way out.

When you're on the world map again, your destination is L'Aqua, near the middle of the map, on an island a bit to the East with a clear blue circular roof.

-----o
II - xxi - L'Aqua
-----o

Items: None

After a brief conversation with the people at the door, enter L'Aqua and go into the room on the right. Find and speak with Narl. Tell him all preparations are complete (note that this doesn't mean there's no turning back from this point on.) Watch all the scenes leading up to the next morning.

After all is said and done you'll be in front of Fienal. You can return any time you like, there is no 'point of no return' in this game, you can still leave right up to the door in front of the final boss. You need to in fact save at that particular save point in order for some sidequests to open.

-----o
II - xxii - Fienal
-----o

Items: Heraldry Book, Mithril Shield, Spark Whip, Nuclear Bomb, Left Cross, Resurrection Mist, ?ITEM, Lotus Eater, Beta Box, Atomic Punch, Sylvan Boots, Mithril, Titan's Fist, Rune Shoes, Pleiad Sword, Fresh Syrup, Spring Water, Spark, Duel Helm, Sage's Stone, Flash Pot, Aceras, Duel Suit, Goddess Statue,

Cure Stone

Enter Fienal once again and go into the front hall. A scene will commence.

Boss: Ruprecht

Hp: 105,800

Mp: 200

Strong: N/A

Weak: N/A

Nicolus

Hp: 45,500

Mp: 150

Strong: N/A

Weak: Earth, Fire, Star, Dark

Jibril:

Hp: 85,200

Mp: 180

Strong: N/A

Weak: N/A

Exp: 72,000

Fol: 70,000

The three wise men are tough, but individually they are weak. Defeat them in the following order: Jibril, Nicolus, Ruprecht. Jibril is dangerous because he can absorb your characters, Nicolus is a pushover and Ruprecht has some powerful multi-hit attack. Focus everything you have on Jibril, it is likely by the time you have defeated him Nicolus will be almost dead from your other party members, and that leaves everyone to gang up on Ruprecht. Eternal Sphere really helps in this battle.

Floor 1:

After the fight go North through the door. Take a right at the fork and go up at the first path. On the next screen enter the first door you come by to find two chests containing a Heraldry Book and a Mithril Shield. Leave the room and go back to the first path split just North of the three wise men. Take a left this time and enter the door. On the next screen enter the first door you reach and open the three chests to receive a Spark Whip, Nuclear Bomb and a Left Cross. Leave the room and go left. At the end of this path is an elevator to take up.

Floor 2:

Enter the door you see right when you leave the elevator room, go up once and open the two chests containing a ?ITEM and a Resurrection Mist. Go back down and enter the door on the right. Follow the path East until your first opportunity to go North, do so. Enter the elevator here and proceed to the next floor.

Floor 3:

Continue along the path until you reach a four way split. Go South and take the elevator down again. In the next room get the Lotus Eater and the Beta Box. Go back up and return to the four way split. This time head up. Take the elevator to the next floor. Head into the door on the left and get the Atomic Punch. Leave and enter the middle door, collect the Sylvan Boots, Mithril and Titan's Fist. Enter the door on the right and open the chest to

get the Rune Shoes. Go back down the elevator to the four way split once again. Go West this time and follow the path until you find another elevator to take.

Floor 4:

It's a linear path to the next floor here.

Floor 5:

Follow the path where it takes you until you reach a save point, and save your game. Enter the door right above the save point. Watch the scene that takes place here.

Boss: Vesper

Hp: 140,000

Mp: 200

Strong: N/A

Weak: N/A

Decus

Hp: 180,000

Mp: 300

Strong: Earth, Fire, Thunder, Wind, Star, Vacuum, Light, Dark, Void

Weak: Water

Exp: 197,000

Fol: 65,000

You absolutely must not let Decus cast Spicule, sure it makes for a great voice file in your Voice Collection, but it will devastate beyond reason. Vesper has a powerful beam attack but his blood sucker which he uses 90% of the time is laughable. Gang up on Decus and do not stop until he is dead, these guys are very dangerous especially together. Don't let your guard down when one is dead, they can make some big comebacks.

After the battle be sure to go back down and save your game. Go North and head to the next floor.

Floor 6:

This floor is somewhat confusing so follow carefully, luckily there are no battles here, do the following:

1. Go East, North and press the middle button
2. Go East and press the right button
3. Go North, North and get the three chests containing:
 - Pleiad Sword
 - Fresh Syrup
 - Spring Water
4. Go South, South and press the middle button
5. Go West and press the left button
6. Go South, West, West and press the switch
7. Go East, East, North and press the middle button
8. Go West, West and press the switch
9. Go East, East and press the left button
10. Go North, West and press the right button
11. Go West, North and press the switch
12. Go South, East and press the left button
13. Go East, South and press the middle button

14. Go East, South and press the switch
15. Go North, West and press the left button
16. Go North, West, North and press the middle button
17. Go East, North and take the elevator

Floor 7:

Go North until you reach a fork. Head left down the path until you reach a door at the top, go inside and get the Spark. Return to the fork and head right. Follow the path up and save your game. Go West, then into the door to watch the scene.

Boss: Cyril
Hp: 300,000
Mp: 5900
Strong: All
Weak: N/A

Exp: 460,000
Fol: 80,000

This guy has a heck of a lot of like, and the spray from the Eternal Sphere cannot hurt him. His Wind of Destruction will wipe your party out if you aren't careful, it may be a good idea to unequip the Atlas Ring if you're using it because it will more than double the damage you take. Do everything you can to catch him in a pincer between two of your characters to keep him from attacking as long as possible. you'll have to do this for awhile because he has so much Hp. Not an easy boss.

After the fight head up. Go right at the fork and get the chest containing a Clap Rod. Go back left and follow it to the elevator to the next floor.

Floor 8:

Linear path to the next floor.

Floor 9:

Enter the first door you come across, get the Duel Helm and Sage's Stone. Go out and head right, then down the elevator.

Floor 8:

Go along this floor until you reach a save point, save your game. Head left from the save point. There are two doors here, enter the first to find two chests containing a Flash Pot and an Aceras. Enter the second and open the three chests to find a Duel Suit, Goddess Statue and Cure Stone. Return to the save point and save your game.

If you enter the door above you there's no going back. At this point there are very many things you can do. On top of all the events in Fun City, if you did the scene with Filia in Clik where she foresaw its destruction, you can go back to Central City and turn off the boss of the game's limiter rendering him exponentially harder. Of course this requires going all the way back, then all the way here again, but there isn't a snowball's chance in hell you could beat him now anyway. A bit of a spoiler here I guess, but it has nothing to do with the story, read at your discretion: ---Not only can you travel back to Expel at this point, with your Synard, you can also access the Cave of Trials an enormous secret dungeon with super hard enemies, bosses and the best equipment in the game. For these things and more check the sidequests

section.

There's a still a game to finish though, if you've like to see it all come together. Enter the door above you. Watch the scene that follows as far as it goes.

Boss: Indalecio

Hp: 500,000

Mp: 10,000

Strong: N/A

Weak: N/A

Exp: 600,000

Fol: 90,000

The hardest part about fighting him is definitely the beginning, and getting close to him. He shoots waves out that will just annihilate anything in his path, and cast spells as you helplessly try to find a way through. Once you do manage to get through, Claude with the Eternal Sphere hopefully, and an extra physical attacker or two (Bowman with Explosion Pills works wonders) will keep him motionless for most of the rest of the fight. If someone manages to knock him into the air it may give him the chance to escape so try not to let this happen. Be sure to have lots of reviving items because you simply don't have the time to wait for Rena. With enough corner-trapping he shouldn't be too much of a problem. On this file I beat him with a Party of Claude, Rena, Ashton and Bowman at level 75, which is somewhat low compared to what people recommend, so you'll likely be at an even higher level. Good equipment helps too, I recommend, considering what you probably have at this point in the game using Claude with the Eternal Sphere, for accessories a Meteor Ring Atlas Ring. Good luck.

The rest is gaming history. Well done.

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*****  
*                               Rena Walkthrough                               /7 *  
*****
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Remember this is a completely spoiler free walkthrough. While you may find it seems overly redundant to say "Watch this scene until you have control of your character again" repeatedly, I'm sure you'll agree it's better than saying "Now watch as your best friend dies, and then go North." Obviously this is just a random example of a generic spoiler, and no I did not just ruin the game.

When I say "A scene will occur when you enter" or "Watch the scene after this ends" it means watch the entire thing before continuing to even the next sentence, you aren't risking a spoiler, but it will likely just be the instructions of where to go after it's over anyway.

Enjoy!

The game begins with a cutscene.

-----o
I - i - Arlia Village
-----o

Items: Leather Armor, 200 Fol, Resurrection Bottle, Strawberry Jam,
Blackberry, Rose Hips

Soon you find yourself controlling Rena Lanford. Following a conversation you gain control of Rena. You can return to Rena's house (where the conversation took place) and upstairs, in Rena's room the right is a Blackberry. Head to the West section of town and exit to the South. Across the bridge you will find a purple orb, this is a save point, touch it to prompt a quick tutorial and continue down into the Shingo Forest. The path is linear to an event that will occur on the next map. You will get to witness your first battle, and experience the unique style of combat in Star Ocean. Continue to watch the next scene until you have control again.

Going up and to the East section of town, there are three chests immediately in front of you which contain Leather Armor, 200 Fol and a Resurrection Bottle. Enter the house on your right and get the Strawberry Jam in the chest near the door. You're free to wander into the houses and speak with people, you'll get a little more insight into the characters of Claude and Rena. If you have no interest, or have already done so then return to Rena's house, which is located at the bottom left of the East section of town. Watch the next event. Following it, leave the house. To find Claude head to the main entrance of Arlia village, there is a house to the left on the River. Inside speak with the man to learn a little about someone. This event will trigger Claude to appear walking around just south of the house. Speak to him, choose "yes," and return to Rena's home. Watch the scene. After, leave Rena's home, the mayor lives just across to the right. Enter his house.

Speak with him and return with him to Rena's home. Watch the lengthy scene that occurs here. Exit Rena's room the next morning. It's such a nice day, why not make another trip to the Shingo Forest. South of the left part of town if you don't remember. Go North from where the monster attacked to trigger an event to watch, and learn more about Rena's past. Now exit the Shingo Forest. Approach the red caped man,

A number of events will follow.

-----o
I - ii - Alen-Tax's Mansion
-----o

Items: Portrait B

Leave the room when you have control again. The room right above you has a Portrait B in the chest. Go downstairs and attempt to go out the door. When she says there must be another way, head into the room on the right. Rena notices an object sparkling, so examine it. This will cause the shelf to move and expose a hidden staircase. Here is your escape route.

-----o
I - iii - Salva Drift
-----o

Items: Rose Hips, Blackberry, Blueberry (2), Silver, Iron, Gold (2)

Watch the scene when you enter. Proceed up, then North and get the two chests containing Rose Hips and a Blackberry. Go to the left to the next map, at the end of this path are two chests with a Blueberry and Silver. Return right and follow the North path. Get the chest containing an Iron. Back down a bit on your left is a path to your left, it kinda looks like a wall. Go left, then left again to a sign. Get the treasure box just below it containing a gold. Now go right, then up and take your first left to find two more boxes containing another Blueberry and Gold. A bit North you'll find a save point, take the path left, get the spectacles then return to save your game. Go into the door beside the save point.

There will be a scene and the other side of the room.

Boss: Alen-Tax
Hp: 400
Mp: 0
Strong: Dark
Weak: Light

Exp: 150
Fol: 500

Begin the battle by pressing circle and switching control to Claude. Even if you are playing with Rena as a main character you will probably find it easiest to control Claude for the entire game anyway. Rena will continue to heal you. This boss can be defeated fairly easily simply by constantly tapping the attack button. Any attacks he manages to get in will be negated by Rena's heal, and he only has 400 Hp.

Following the battle there will be another lengthy scene.

-----o
I - iv - Arlia Village
-----o

Items: None

The scene continues in the home of the mayor. Watch the scene then exit the house to continue it.

When you have control, try to go up the stairs only to be interrupted by more conversation. Then next time you have control exit Rena's house. Run around town to the entrance of the Shingo Forest, Rena will say it's too dangerous to go at night. As you head back up speak with Claude who is now on the bridge. More events will follow that will eventually lead you onto the world map.

You can save your game here. You're free to run around and fight enemies if you wish. Your next destination is the town of Salva to the North. (North corresponding to your world map, which can be toggled with the start button.)

-----o
I - v - Town of Salva
-----o

Items: Heavy Ring, Portrait B

There are numerous shops to explore in the town of Salva. Enter the two-doored weapon shop to the Northeast to find a treasure box and a Heavy Ring inside it. There's little to do other than shop here. Exit to the North when you are done.

Following the path will lead you directly to Cross Castle, you can't miss it.

-----o
I - vi - Town of Cross
-----o

Items: None

After a scene, head up and to the left building. This is the inn, the scene will continue. Leave the inn the next morning.

Head to the right, this is the shopping district. There is a lot of better equipment for both Claude and Rena here. Note the shop with the blue roof and bright yellow/orange sign. This is the skill guild, enter the skill guild in every town and speak with the man in green to purchase new skills. These skills can be learned by levelling up and distributing points in the 'Skills' heading of the menu. Now return to the central area and leave town.

In order to recruit two special characters later you must do the following. When you stand outside the kingdom you will note an icon that says "Private Action" will appear. Press square to enter the town and split up. Run straight up to the next map North. On this path you will encounter a mysterious man. Nothing will come of it right now but it is a requirement to recruit two characters later. Now again leave the town and enter normally without a private action.

Take the North path all the way up into the castle.

-----o
I - vii - Cross Castle
-----o

Items: Wooden Shied, Leather Helm, 500 Fol, 600 Fol, Passport

Speak with the person at the desk on the left. Take the stairs on the left down. Enter the large room in the centre of the hall. The armory contains two chests with a Wooden Shield and a Leather Helm. Now go back up the stairs. Take the left stairs up this time. Make a left at the end of the hallway and go up the stairs. Speak with the two women who appear to be talking to each other. Then enter the room on the left, inside speak with the person in there who tells you the prince is resting in his provinces, then grab the chest containing 500 Fol. Return to the main room and speak with the guards at the entrance to the throne room to learn that it is time for your audience.

Watch the scene that follows here. Ask about each of the three choices you are given. You will receive 600 Fol and a Passport. Now return to the central area of town.

-----o
I - viii - Town of Cross
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Items: Treasure Map

Something is afoot in the centre of town. Watch the events that occur here. Choose "All right. Lets's go." when prompted. Exit the town of Cross.

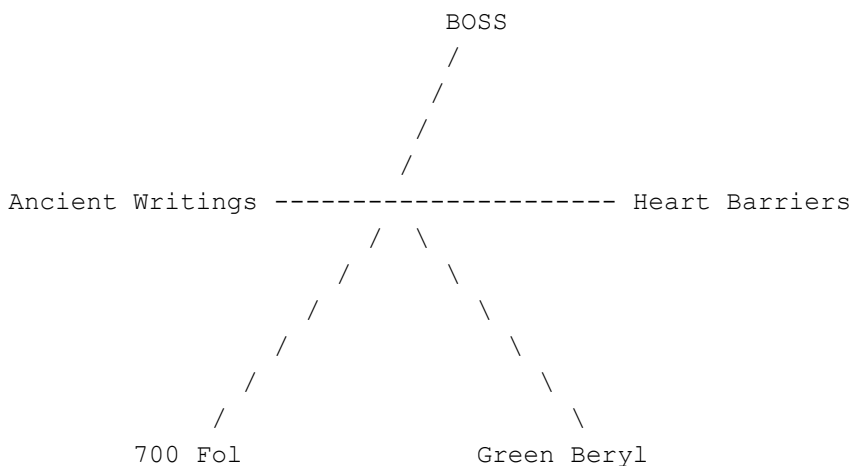
Follow the path Northeast, when you are about to reach a sign go to the right, in front of you will be Cross Cave.

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I - ix - Cross Cave  
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Items: Blueberry, Blackberry (2), Iron, Artemis Leaf, Sweet Syrup (2), Cure Poison (2), Lavender (2), ?MINERAL, Stink Gel, 700 Fol, Green Beryl, Heart Barriers, Ancient Writings, Magic Canvas, Tri-ball, ?Jewelry, Resurrection Mist, Feather Pen

Enter and go North. Go left at the fork, it will lead you to a room with a Blueberry. Return and take the right fork. Take the East path which leads to two chests with a Blackberry and an Iron. Go back and take the West path. Go West again in the next room and get the Artemis Leaf and Sweet Syrup. Go back one room and take the upper right path. Grab the Cure Poison and go North. There are two chests here containing a Lavender and a ?MINERAL. Head West to find another room with a chest to get another Lavender. Proceed North, then left to find a Stink Gel and another Sweet Syrup. Now head right, and right again. Take one more right and watch the scene that occurs.

Save your game at the save point. Leave the room at the newly formed exit. This room contains five treasure chests. The following shows you what is contained in each one:



If you open the treasure chest at the Northeast you will fight:

Boss: Gargoyle (2)
Hp: 1500
Mp: 0
Strong: Dark
Weak: Light

Exp: 1000
Fol: 1700

The most important part about fighting this boss is that you absolutely, by no exception get caught in between the two of them. If you do they can ricochet

you back and forth and you'll be dead before you know it. Try to lure them apart and fight one by one. Celine's Ray serves as a good way to interrupt their attacks. Once on is dead, the other one will be no problem.

Once you have the Ancient Writings return to save your game. Go down, and this time at the large area with the flower-like things on the ground, exit to the South. From here go right twice and get the Magic Canvas and Tri-ball. Now go left three times and open the box to obtain a ?ITEM. Continue left and follow this route until you find another chest. Get the Cure Poison and Blackberry. Now head all the way back to the split before the room with the Magic Canvas and Tri-ball. There is a path leading South that curves to the left, go down and you will find yourself in a room you've been in before. From here just head South to the exit.

There is an event with Celine in the front entrance. You have the option of having permanently join your party here. It's your choice. Afterwards leave Cross Cave.

To reach Klik you must follow the path that leads Northwest from the fork with the sign on the world map. Follow this path along, across the bridge and right to the end. You will find yourself at the Port of Klik.

The following details how to unlock the hardest boss in the game, it is not a requirement to fight and if you have no interest skip ahead to the three asterisk marker (***) .

Before you enter there's something important to note. There is an event you can do now, that you can't return to do anytime later. It involves triggering an event that will lead to a fight with the hardest boss in the game. While the optional bosses in this game are extremely challenging none compare with this fight. The boss of the game in Star Ocean: The Second Story can actually be made exponentially harder by turning his "Limiter Off." If you are playing to beat the game and see the ending this is not something you want to do, however if you are playing to conquer everything this game has to offer then it's a challenge you'll definitely want to try. In order to begin the process to turn his "Limiter Off" you must do a private action in Klik. Head to the centre of town to find a girl in a purple cloak making some kind of prophecy. Listen to everything she has to say. That is all you have to do for now. His limiter can only be turned off later if you did this now.

Also note you can pickpocket the Mischief from Filia, an item you can get nowhere else.

Continue into Klik normally.

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I - x - Port of Klik  
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Items: Grain, Lyre, Seafood, Vegetables

When you enter Klik you can explore and do any shopping you want. Be sure to visit the skill guild. When you're ready head South to the docks. At the bottom left corner speak with the Captain of the ship. Return to the central area of town for an event. Return to the docks again. On the right side will be an angry man and two children. Talk to the children to get some information. Head back to the first map of town. You should see the little blue haired boy standing beside the warehouse. Watch the scene that follows.

Along with Ketil go to the central plaza, something will occur. He says that he wants you to do something for him. Before you take him down to speak with the kids at the dock you can explore the various buildings with him. Be sure to speak with the cook in the restaurant and get the chests. When you're ready take him back down to where the kids were playing. Speak to one of them to trigger an event.

Afterwards speak to the Captain again. Make one last trip to the centre of town. Now there will be another event with a cutscene. Afterwards the Captain will be on your left, talk to him. He'll return your Passport. After he finishes talking go up the stairs for another cutscene. Continue up and speak with Ketil. Now leave Clik.

Return all the way back to the sign at the path fork. Take the path Northeast and in no time, you'll reach the village of Mars.

-----o
I - xi - Mars Village
-----o

Items: Silk Robe, Mud Boots

Quick Note: If you have an extremely good pickpocketing skill, along with the "Dexterity" talent it is possible to steal an item called 'Treasure Chest' from the old man standing to the right of the inn. In the event you actually are able to get this item, you can try the following. On the world map save your game and use this item. It will give you three random items in your inventory. It is possible to get a 'Marvel Sword' randomly but it is extremely rare. You can load your game over and over reusing the chest until you get it if you like. With this sword you will be able to slay virtually all enemies in a matter of seconds from this point on until the majority of the way through your quest. This takes a lot of time and dedication and is only for people willing to put in the effort. Anyway...

Enter Mars village and head right. Enter the house at the North corner of this section. This is Celine's house. Go up the stairs and into her room and grab the chest containing a Silk Robe. You can do any shopping you want now. When you're ready to move on, enter the house at the Northwest corner of the West section of town. Watch the long scene.

Finally when you regain control exit the inn, and speak with Claude in front of the Elder's house. Another event follows. When you're ready speak with Dias to rest up for the next day. Outside, listen to Dias and get the Mud Boots. Equip the Mud Boots on Rena, you need them to cross the swampy area in the forest. Now enter the forest at the North of the West side of town.

-----o
I - xii - Heraldry Forest
-----o

Items: ?HERB, Amber Robe, Smelling Salts, Dummy Doll, Hut Key

Save your game and open the treasure chest on the left side to get a ?HERB. Follow the path right and you will encounter some bandits. Continue along the path and soon you'll find yourself face to face with more bandits. Dispatch these as well. Continue left, until you reach the swamp. You'll be able to cross it following a scene, then take the path North just past the swamp. Open the chest for an Amber Robe. Head back down and continue West. Follow the path West until it curves up. At this point proceed left at the fork and get the Smelling Salts. Going back right will result in another encounter

with bandits, so beat 'em up.

Head up to the next map, on your right open the chest to obtain a Dummy Doll. Keep going North until you reach a save point. Be sure to save your game, then go down and get the Flame Blade. Now continue East from the save point, following the path. Take a right at the fork and get the Mandrake. The left path leads to a bandit and a short scene. Continue left.

Another scene will occur here.

Boss: Azamgil

Hp: 2000

Mp: 0

Strong: N/A

Weak: N/A

Shielder (4)

Hp: 1400

Mp: 0

Strong: N/A

Weak: N/A

Exp: 1840

Fol: 3750

This battle can be rather hard. There's a good chance Rena will die quickly, and she's very helpful for healing. The boss itself probably won't be able to hurt Dias but the Shielders will, and your normal attack is too slow to really be useful because they'll constantly interrupt it. Utilize your special attacks as best you can here and go after the subordinates before the actual boss. The more you're able to take out the easier it'll get. Revive Rena if she dies, but make sure there are no enemies near her when you do.

After the battle you will receive the Hut Key. Run up to the Hut to rescue everyone. Leave to the right to trigger another long scene.

-----o
I - xiii - Mars Village
-----o

Items: Sour Syrup, Purple Mist, Silence Card

Exit the room to continue the scene.

Leave Celine's house and return to the Elder's house on the West side of town. Go inside and into the room in the back. There are three chests here containing a Sour Syrup, Purple Mist and a Silence Card. Now attempt to leave town and a scene involving Celine will start. At the end of the next scene you will find yourself once again on the world map.

Continue West along the path to reach Herlie.

At this point it is possible to recruit Ashton, refer to the character recruiting section of the guide on how to obtain him.

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I - xiv - Town of Herlie
-----o

Items: Ring of Sadness, Leather Boots, 1200 Fol, Sinclair Sabre, Ringed Mail

Go North then into the house at the top left. In the room upstairs is a Ring of Sadness. At the very top is a mansion, the rooms on the right side contain Leather Boots and 1200 Fol. Upstairs you'll find a Ringed Mail and Sinclair Sabre. Exit the mansion and head towards the ship near the entrance to town. Talk to the man and pay the fee of 120 Fol to cross over to the continent of Lacour.

-----o
I - xv - Port Hilton
-----o

Items: None

There's lots of good shopping to do here so enjoy yourself. There's nothing else really to do here to leave when you're done.

At this point you should have the "Perseverance" skill. You should put as many skill points into that as you have, it takes a total of 80 to max and it will reduce the number you need for every other skill you have. This will reduce the total you need to max everything by hundreds if not thousands of skill points. Very worth it.

Follow the path West to the very large city of Lacour. You can't miss it.

-----o
I - xvi - Town of Lacour
-----o

Items: Star Ruby, Tournament Pass, Shard Edge

Proceed directly North into the castle. The shops in this town are mostly all closed due to the tournament so there's little shopping to be done. Speak with the people at the reception desk, the upper person will allow you to register for the tournament. Leave the castle and watch a quick scene. Now return to the central square.

From here head right to the 'Weapon Shop District.' There are many shops here each willing to sponsor you. They will equip you and give you the items to use in battle, here is the following setup each shop will grant in order of location from left to right:

---Weapons Shop [Counterpunch]

Weapon: Sinclair Sabre
Armor: Brigandine
Shield: Buckler
Helmet: Plate Helm
Greaves: Silver Greaves

Items: Sweet Syrup (2), Mixed Syrup, Blackberry

---Weapons Shop [Knockout]

Weapon: Long Edge
Armor: Leather Armor
Shield: Wooden Shield
Helmet: Leather Helm
Greaves: Leather Greaves

Items: Sweet Syrup (2), Mixed Syrup, Blackberry

---Weapons Shop [Slayer]

Weapon: Walloon Sword

Armor: Ringed Mail

Shield: Round Shield

Helmet: Iron Helm

Greaves: Iron Greaves

Items: Fruit Syrup, Fresh Syrup, Attack Vial, Violence Pill

---Weapons Shop [Straight]

Weapon: Gusguine

Armor: Banded Mail

Shield: Knight's Shield

Helmet: Banded Helm

Greaves: Plate Greaves

Items: Sweet Syrup (2), Mixed Syrup, Blackberry

Knockout has the best offense while Counterpunch offers the best defense. The other two are balanced. Just examine each shop and choose the one that you think is best. It doesn't make too much of a difference. You will receive a Tournament Pass after you choose one.

You can explore the town as much as you like. When you're ready to proceed enter the inn and speak to the person at the desk. Following the scene, leave the inn as Rena. Go left of the town square and follow the path North until you encounter an event. With Suphia, head back down and into the bar across from the in.

Speak with all these men in the bar. Continue speaking with them over and over until Suphia walks from person to person. When Suphia is near the top of the bar try to exit and you should be interrupted with a scene. After it's over return to everyone at the inn. Rest up for the night then head to the castle the next morning.

In the main hall head left. Follow this path up the stairs and then North to reach the arena. Speak with the man at the desk. A scene will follow. Now you need to return to Gamgee's house on the West side of town. After you learn of what happened, return to the bar. When you try to enter something will happen. You will encounter some entrants and a battle will commence. it's extremely easy, especially with Dias' help. You will get the 'Sharpness' back.

Return to the battle arena and speak with the man at the desk again. Go out the door at the Northeast and run around to the North side of the spectator section. You'll find Claude standing near the centre, go and speak with him. Following this you will get to watch Dias' first match.

Run around to the other side of the arena and speak to Gamgee. Then run back to your seat. Now you will get to watch one of Claude's fights, hopefully he's strong enough to win the fight. Run around again, speak to Gamgee, run around in the lobby to pass time then return to your seat to trigger Dias' second match. Following that, is the next match from Claude. He is automatically assumed to have won, he returns to speak with you at the stands. Dias' third match begins and he wins once again.

Go talk with Gamgee again, then return to your seat. The final match will now begin between Claude and Dias. Watch the match. By no surprise Dias wipes the floor with Claude, it is not physically possible for him to win this fight. Following a lengthy conversation, leave the castle and return to the weapons shop that sponsored you. For coming in second you will receive all the equipment you were given for the tournament as well as a handsome cash prize.

Now for a quick little run to get what you need to acquire one of the best swords in the game, the 'Eternal Sphere.' Remember the super shard sword Dias used? Well return to Grandpa Gamgee's house. After speaking with him he will give you the Sharp Edge. In order to create the Eternal Sphere you must have a character with a good Customize skill. You will need two Mithril items as well. The earliest way to get Mithrils is to use the level up the Oracle skill which randomly puts an item in your inventory for each level of the skill. Use it until you get two Mithrils. Customize one Mithril with the Shard Edge until you get the Minutes Sword, then customize a Mithril with that to get the uber powerful 'Eternal Sphere.' You may have to wait until later in the game to do this, but be sure not to forget.

Leave Lacour when you're ready. If you leave and immediately return, you can finally make purchases at the weapon shops.

At this point it is possible to recruit Opera, refer to the character recruiting section for the guide on how to obtain her.

When you're ready head South from Lacour to reach Linga.

-----o
I - xvii - Town of Linga
-----o

Items: None

Watch the scene that occurs right as you enter the town. Afterwards you'll be able to wander around till your hearts content. At this point you'll be able to recruit either one of two characters but not both, you have to choose. You must Choose between Precis, who you just met or Bowman, a pharmacist you will meet momentarily. Of the two Bowman is a far superior fighter, and a character I would recommend using in your final party but it's up to you.

To recruit Bowman is simple, all you need to do is NOT do the things you need to do to recruit Precis, so in other words just continue the game normally.

Enter the house just to the right of the path North, beside the large sign. Watch the events here. When you're done head to the North section of town and enter the building on the left. Speak with the man at the counter. After he's given you your quest, leave the town. The Sanctuary of Linga is the cave in the mountain just Northeast of town.

-----o
I - xviii - Sanctuary of Linga
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Items: Lavender (3), Might Chain, Aceras, Dill Whip, Straight Punch, Cinderella Glass, Spring Water, ?GUARD, Poison Check, Rose Hips, Mandrake, Rainbow Diamond, Artemis Leaf, Bubble Lotion, Mixed Syrup, Wolfsbane, Ruby

Examine the herb right in front to get a Lavender, which is definitely not rare enough. Begin by going right, then take a left at the fork. At the

next split go down the stairs on the right and grab the chest containing a Might Chain. Go back to the split and take a left. Go South and get the Aceras, another non-rare herb. Then head North until you reach the next section.

Ignore the herb (we'll go that way on the way out) and head South, then at the split proceed up to the next map. Head right and down the stairs. Continue right and get the herb, the Dill Whip. You can now return to Bowman if you like, but for those who wish to get all the treasure (and fight a boss) continue on.

Go back left. Take the path North, it's kind of hard to see but it's just to the left of one of the skeletons. Open the chests and get the Straight Punch and continue along the path to the West. Walk under the dragon's rib cage to get another Lavender. Now ascend the stairs just above you and follow the path to a three way split. Head East.

Get the Aceras herb here and Twin-edge. Keep following the path right until you reach a save point, at which you should save your game. Continue to the next map where you will see three treasure boxes and a scene.

Boss: Visseyer (3)

Hp: 10,000

Mp: 100

Strong: Void

Weak: Lightning, Light

Exp: 12,600

Fol: 21,000

The hardest part about this boss is that it can eat your characters so you have to be extremely careful. If one of your characters is swallowed you must attack the one that swallowed him/her under they reappear. These things only have 10,000 Hp each so they go down fast, but then there's three of them you have a very high risk of being eaten. Let Celine's magic help you in the background and focus everything you have on one at a time. They are also able to poison you, but since they deal very little damage Rena will likely be ready with the antidote spell most of the time.

Open the chests to get a Cinderella Glass, Spring Water and a ?GUARD. Return and save your game again. Now return to the three way split and go South. When you reach the main entrance to this section of the Sanctuary, go left a few steps to find a treasure chest containing a Poison Check. Continue left and get the herb for a Rose Hips. Now go back and head down.

When you reach the fork head Northwest and go down the stairs to get the Mandrake herb you ignored last time. Keep going down and you'll find a little opening with a Rainbow Diamond and another Lavender. Go back to the bottom of the stairs and this time, head down the path that leads Southeast. You'll come to a three way split again, at which you should take the East path. Get the Artemis Leaf here, then return to the split and proceed South.

Along this path you will find a chest containing a Bubble Lotion, then another containing a Mixed Syrup. When you reach the stairs, don't go up, make your way left. There is a Wolsbane herb to get here. Now make your way South. You'll find the final chest of the dungeon which contains a Ruby. All you need to do now is continue South on this path and before you know it you'll be on the world map again.

Return to Linga.

-----o
I - xix - Town of Linga
-----o

Items: None

Return to the pharmacy and speak to Bowman. Once he calms down go with him to Keith's house and watch the scene when you arrive. When you have control again go upstairs and talk to Bowman. Another scene will commence. Assuming you did not recruit Precis you will have the option of letting Bowman join you. Whatever you choose it's time to leave the next morning. Leave Linga and return to Lacour.

-----o
I - xx - Town of Lacour
-----o

Items: Link Combo

Enter Lacour and speak with the guard to hear some surprising information. Make your way to the castle and speak to the person at the reception desk to register.

From the main hall of the castle go down the path to the right and follow it all the way down the stairs and into the Laboratory. Watch a lengthy scene here. You'll get a Link Combo and be ready to go on your way. Leave the castle and Lacour entirely. Head to Hilton back West.

-----o
I - xxi - Port Hilton
-----o

Items: None

When you enter Hilton, speak with the soldier standing beside the large ship. Choose to head off to the ruins when you are ready. After the boat ride leave the beach and head West to the Hoffman Ruins, which is located right in the middle of the forested area.

-----o
I - xxii - Hoffman Ruins
-----o

Items: Cure Stone, Recoil Bracelet, Light Box, Angel Hair, Aquaberry, Dictionary, Cure Paralysis, Holy Mist, Green Beryl (2), Zephyr Earring, 1-up Pudding, Gold, Orichalcum, Hyperball, Diamond, Spring Water, Fruit Syrup, Hot Syrup, Peep Half, Material Kit, Peep-peep Bomb, Blackberry, Paralysis Check, Sour Syrup, ?HERB, Energy Stone

Ascend the stairs to the entrance and watch the events that occur here. When the door opens enter the Ruins. Along the path ahead of you are two doors on your left, enter the first to get a Cure Stone, then the second to get a Recoil Bracelet. At the end of the hall is a room with two chests containing a Light Box and an Angel Hair. Go back near the entrance and take a right, following the path save your game and go down the elevator.

A quick note, when fighting in this dungeon a mine cart will always ride through your battle maps. Watch out, it'll deal 50 damage to you each time it hits and it can hit a lot. It does however hit enemies as well and can be a

great way to clear a field if you're good at luring monsters.

Go down at the first fork and grab the first chest you see containing an Aquaberry. Follow the Southwest path to another fork. The top leads to two chests, a Dictionary and a Cure Paralysis. The bottom path leads to a bomb detonator to activate. Be sure to heal up after setting it off. Return to the previous large room. Run back to the first fork near the elevator. This time take the North path. Grab the two chests here containing a Holy Mist and a Green Beryl. Continue along the path. In this next large room go Southwest to the next section, there is a detonator to activate here, then return to the room you just came from. Take the East exit out.

Activate the detonator here as well and head up through the path that opens. On the left branch get the chest containing a Zephyr Earring. On the right side is another branch, the lower will lead you to a 1-up Pudding and a Gold and the upper leads to an Orichalcum. Go back out to the room where you blew open the path. Take the Southeast exit.

In this room you can find a Hyperball and another detonator to set off. Continue along the path to the next room, grab the two chests opposite each other for a Diamond and a Spring Water. Then go East. Here you'll find a Fruit Syrup. Continuing along and South at the fork will lead you to two chests containing a Hot Syrup and Peep Half. The North path from the fork leads to a detonator to activate. The South path at the bottom right will bring you down to a room containing a Material Kit and Peep-peep Bomb. Now return back to the large room with the two chests opposite each other. This time proceed Southwest.

There is a chest here with a Blackberry. Down the path to the right at the Southeast corner you'll find another Green Beryl. Head South to the next section, on the right side grab the Sturm Ring and head back up. Take the West path and follow it West again. In the large room go Southwest, in this large room activate the detonator. Grab the chest at the upper left for a Paralysis Check then go down a bit and take the West exit.

Blow up this final detonator here. At the end of the path is a ?HERB and a Sour Syrup. Backtrack to the right and take the South exit. Follow this path until you reach another large room. Open the chest here and get the 'Spring.' Save your game at the save point, then take the North path.

Watch the scene that occurs when you enter this room.

Boss: Harfainx (2)

Hp: 36,700

Mp: 100

Strong: Fire, Wind, Void, Vacuum, Star

Weak: Light, Dark, Thunder

Exp: 40,000

Fol: 10,000

These things are pretty hard. They're fast and can cast magic. You need to eliminate one of them as fast as possible. You should make sure that if you're fighting with at least two physical attackers, that both bosses have at least one on them at all times to interrupt and make sure they can't cast any spells. Continue to hit one as hard as you can, they don't have too much power physically, when one goes down you can focus your entire party on the one that remains and hopefully have no problem.

There will be a scene after the battle and you will acquire the Energy Stone.

Now it's time to leave the Hoffman Ruins.

When you head outside if you recruited Opera, and did the precursor event for Ernest, go back to the character recruiting section for Ernest because this is where you recruit him.

Return to the beach and speak with the soldier to depart. When you get back, return to Lacour.

-----o
I - xxiii - Town of Lacour
-----o

Items: None

Enter and speak with the people who talk to you, on the way to the throne room of Lacour Castle. Once the conversation with the king is finished you must head to the front. The front is location on the path going North, the path is located midway between Hilton and Lacour. Head to the front now.

-----o
I - xxiv - Lacour Front Line
-----o

Items: None

Run North to the next section. On your left and right are shops. The left one has the path up the stairs you need to take to meet with the commander in the room on the right, at the top of the stairs. A scene will commence when you enter. Exit the room to continue it.

When you have control again, run down the stairs and find Dias outside. Watch the scene between the two characters. You will now have the option of recruiting Dias. He's a fairly good character I'd recommend it. If you're already using Claude, Rena, Ashton and Bowman you've probably got no reason to use him. You may think that he's a better choice than Bowman, which may be true for awhile. Once Bowman learns 'Explosion Pills' however he just develops into an absolute powerhouse from there. Your choice. You'll see a little flashback to learn about Dias' past. Return upstairs and speak with Claude who is standing outside, North of the commander's room.

The next day go upstairs and speak with everyone you can find. Go back down to the shop and head up again, if you spoke to enough people or enough time has passed at the top of the stairs someone should announce a monster attack. Go out the North door and watch the scene.

Boss: Shin
Hp: 21,000
Mp: 200
Strong: All
Weak: N/A

Exp: N/A
Fol: N/A

Even though he is listed as having 21,000 Hp you cannot hurt him. The catch is this is neither a battle you're supposed to lose. If you die it's game over, your objective is just to stay alive until enough time has passed and the battle ends. Keep hitting him anyway to interrupt any of his spells, you only have to stay alive for a minute or two.

Watch the scene that occurs at the end of the battle. Run back upstairs and talk with the people again. Go into the medical ward and choose to rest. When you wake up in the morning and try to leave you should be interrupted by a soldier. Run outside for a big event and even a cutscene! Afterwards go back inside and meet with Leon's parents near the stairs.

-----o
I - xxv - Town of Lacour
-----o

Items: None

You'll automatically find yourself here in the middle of a conversation with the king.

-----o
I - xxvi - Port Hilton
-----o

Items: None

Again you'll find yourself here automatically. After a quick scene you'll find yourself aboard the warship. Soon after this you are treated to another cutscene. Following the cutscene is a battle, three easy gargoyles to defeat.

Boss: Shin
Hp: 21,000
Mp: 200
Strong: All
Weak: N/A

Exp: N/A
Fol: N/A

This time you not only can't hurt him again, you have to lose this battle. As you have to worry about is that you don't pointlessly waste any items trying to stay alive.

Watch the events that follow the battle until you once again have control of your character. Run up the stairs from the beach onto the world map. You'll see a something in the middle of the forest near where you start, head into it.

-----o
I - xxvii - Eluria Colony
-----o

Items: ID Card, Plate Mail (2), Rune Cap, Giant Fists, Silver Greaves (2), Metal Fangs, Silver Robe (2), Shield Sword, Veil Piercer, Fine Shield

A scene will commence when you enter. After it ends enter the building on the right. Inside speak with the elder and listen to the entire conversation. When it's over go next door to the armory. Examine all the barrels, racks and everything that lines the armory to find lots of equipment, the full list of what you can find is as follows:

- Plate Mail
- Plate Mail
- Rune Cap

- Giant Fists
- Silver Greaves
- Silver Greaves
- Metal Fangs
- Silver Robe
- Silver Robe
- Shield Sword
- Veil Piercer
- Fine Shield

Make sure you find everything. When you try to leave, the guy who sells the tools will hand you an item. Take the ID Card and leave for Eluria. It's the very large tower East of the colony.

When you enter, after a quick scene run up to the door and insert the ID card, you will automatically enter.

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I - xxviii - Eluria Tower
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Items: Meteor Ring, X Box, Steel Helm, Stone Check, Holy Mist, Crestier Guard, Trickster, Musical Software, Cure Paralysis, Sapphire, Aquaberry, Crystal, Ultra Punch, Star Ruby, Cure Stone, ?GUARD, Crestier Guard, Fresh Syrup, Card Key, Murasame Sword, Giant Fists, Splinter, Spring Water, Gale Earring

Such an awesome track playing here. In fact the entire soundtrack is great, you should order it.

Begin by running straight up and opening the five treasure boxes here. Inside you'll find a Meteor Ring, Steel Helm, Stone Check, Holy Mist and an X Box... (it's a weapon photon gun for Opera, remember this game was made back in the 90's.) The statue in the middle is part of a puzzle you're free to keep track of and solve yourself. The guide will give the answer if you want it when the time comes though. Head up the left set of stairs.

When you reach the top notice the light on the left wall, it doesn't look like it but this is actually a door. The reason it's hard to notice is because it contains a super rare item, the Trickster. Grab it along with the Crestier Guard and Musical Software. If you're wondering just by having the Trickster equipped on any character you will randomly find items or money every few steps you take. Leave the room.

Grab the three chests at the bottom of this room to find a Cure Paralysis, Sapphire and an Aquaberry. Head North and save your game at the save point. Now take the elevator up.

Make a right at the fork and go up the elevator. Grab the two chests here containing a Crystal and an Ultra Punch then head back down the elevator. This time take a left at the fork and get the two chests here for a Cure Stone and Star Ruby then go up the elevator to your left. Proceed East and take the elevator up. Grab the three chests here containing a ?GUARD, Crestier Guard and Fresh Syrup. Now examine the statue in the middle.

If you've been following the puzzle up to now, you can try and put it all together, it's not too complicated.

The answer he's looking for is the word 'APOCA' short for Apocalypse, in other words input:

1st Letter: A
2nd Letter: P
3rd Letter: O
4th Letter: C
5th Letter: A

You will receive a Card Key for this, now go back down the elevator on the left. Head across to the West and go up the elevator on the end. When you reach the top go to the set of three red pillars on the left and examine them. You can use your Card Key to make them disappear and get through, run all the way to what looks like a dead end. Now watch the scene that occurs here. When you have control again head to the Northeast elevator that was previously blocked by the red pillars and go up.

At the top save you game at the save point and proceed North. Watch the scene when you enter.

Boss: Shin
Hp: 21,000
Mp: 200
Strong: All
Weak: N/A

Stonestatue (2)
Hp: 2200
Mp: 0
Strong: Dark
Weak: Light

Exp: 45,400
Fol: 52,100

This time he must be defeated, he also has a couple little gargoyles that should be no problem to take care of. Eliminate them first and get them out of the way. 21,000 Hp is rather low for a boss at this point in the game so it shouldn't take too long to get rid of him, your only problem is that he's an airborne enemy so is harder to hit. With at least two physical fighters on him at all times he won't get a chance to use his magic and really won't be able to do too much damage at once. Be sure Rena has Cure All ready to cast at any time and you should be fine.

Go back down and save your game, then proceed up the elevator to the North.

Enter the door on the left and open the chests that contain a Murasame Sword and Giant Fists. Exit and enter the door on the right, getting the Splinter and Spring Water. Leave and enter the middle door, grabbing the chest containing a Gale Earring and then proceeding into the door on the right.

You will go up an elevator and be thrust into a rather large event occurring at the top. Watch the long scene here.

Boss: Berle
Hp: 100,000
Mp: 100
Strong: All
Weak: N/A

Exp: N/A
Fol: N/A

This guy cannot be beaten, however again you cannot get game over. The difference this time is that he will obliterate you instantly if you even try to put up a fight. He's very easy to run away from though. Get him to start running after you to attack, and just stay enough ahead of him so he keeps chasing you. He can't cancel his attack until he actually swings so as long as you keep running the battle will continue. Stay alive for a minute or so.

After the battle the scene continues. Another cutscene occurs. Following the conversation you will have the option of saving your game.

Do so.

o----- Disc 2 -----o

Disc 2 starts with a narration, followed by a scene. After you enter the transporting device, head out of the room to trigger another sequence of events.

-----o
II - i - Central City
-----o

Items: None

After the very long scene, descend the stairs and exit the building.

If you have any interest in recruiting Chisato (she's a pretty good character) then do the following. Also at this point there's only two more characters to get so if you have any more than one open slot you might as well anyway. In front of the building you just came out of head West and you'll see someone. She'll run off, this is all you have to do for now.

You can explore the town and make any purchases you wish, leave when you're ready. You may wish to note that the Steak being sold at the restaurant is Claude's favourite food and will restore his Hp/Mp 100% outside of battle. Helpful.

On the world map head North to North City.

-----o
II - ii - North City
-----o

Items: None

If you say the event in Central City you'll see the red haired girl again at the North part of this town. Enter the building at the top right and go into the door to the left of the main desk. A scene will begin when you enter this room. Watch all the events that occur here.

Boss: Synard
Hp: 43,000
Mp: 200
Strong: N/A
Weak: Thunder

Exp: 80,000
Fol: 20,000

His breath attack can really devastate any members of your party. Try and stay away from the area right in front of his face. Use killer moves like Head Splitter while either your other physical fighters or magic uses continue to hit him. It's kind of awkward because he's airborne, but he really isn't particularly hard, so do your best.

Afterwards will be some more events. Leave the room and enter the transporter.

When you get across you will find yourself in a house, and be interrupted by someone soon after entering.

-----o
II - iii - Noel's House
-----o

Items: Nature's Life Force, Pet Food, 50,000 Fol

After the conversation open the three chests for a Nature's Life Force, Pet Food and 50,000 Fol. Leave the house and head South to the cave.

-----o
II - iv - Cave of Red Crystal
-----o

Items: Resurrection Bottle, Dream Bracelet, Heraldry, ?MINERAL, Cinderella Glass, Fling Hawk Robes, Chisato's Job ID

Start by going up the far right path, at the end open the chest and get the Resurrection Bottle. Go back down and take the path just to the left of this one, and go up into the glowing yellow area, to descend the stairs. At the bottom head left and get the three chests in this area containing a Dream Bracelet, Heraldry and ?MINERAL. Return back upstairs and this time take the left path up to the next section of the cave.

Go left at the first fork and open the chest to find a Cinderella Glass, then continue along to the Southwest exit. Keep going right at the first split. On your way along this path if you chose to see the event that leads to recruiting Chisato you'll see her run along the path right above you. Something will be left behind after she does. Keep going left to get the Flying Hawk Robes. Head back up to the fork and go down this time, pick up Chisato's Job ID if she appeared for you then go to the right.

Go along the path and take the first Southward branch you come to and follow it for quite a ways. When you reach the fork at the bottom proceed up. At the bottom of the stairs save your game at the save point just above and to the left. Head to the Southeast corner of this area you'll find a treasure box with a Fruit Syrup and another with a ?MINERAL. Return once again to save your game, then proceed North.

Watch the scene here when you meet up with the Synard.

Boss: Arcmene (2)
Hp: 40,000
Mp: 0
Strong: N/A
Weak: Thunder

Exp: 78,000
Fol: 52,000

This boss is somewhat difficult because there's two of them, they're fast and can dish out good damage. Try and split your party to focus on both of them at once so they don't gang up on one person. If you have any magic users make sure they're using spells that affect the entire map. This fight is another example of one that gets exponentially easier when only one remains so hit as hard and fast as you can. As always be sure Rena is stocked with Mp.

Watch the scene after the boss fight. You will have the option of recruiting Noel. He's a mediocre character but again if you have an open slot that you don't need for Chisato, then there's really no one else so pick him up.

You are now able to fly anywhere you like. Note that the town of Armlock has some really powerful (but expensive) weapons you can buy, also some skills you probably don't have. When you're ready return to Central City.

-----o
II - v - Central City
-----o

Items: Rune Codes, Link Combo

Run to the main building of town once again.

If you're looking to recruit Chisato then stop on the second floor, and head left to the Nede Chronicle. Chisato is standing beside a desk in the office. Speak with her there and you will have the option of recruiting her into your party. Regardless of choice head to the top and speak with the mayor again. There will be a brief conversation here. Afterwards return to the world map.

Fly North to about the centre of the map, onto an island with a lone four-pointed building. This is the Field of Intelligence.

-----o
II - vi - Field of Intelligence
-----o

Items: Jeanne's Helm, Alpha Box, Mirror of Wisdom, Rune Metal, Fruit Syrup, Great Punch, Fairy Glass, Jewel of Intelligence

Watch a quick scene when you enter. Examine the left mirror and teleport. Run up and grab the Jeanne's Helm then take the yellow teleport. Note you can only teleport from yellow coloured squares, not red ones. Examine the pedestal and teleport again. Run up and into the yellow teleport to the North and activate another pedestal, then go back.

Run right and examine the mirror in the middle. Get the two chests here containing an Alpha Box and a Mirror of Wisdom, then go through the middle mirror. Here grab the Rune Metal, Fruit Syrup and Great Punch. Go through the mirror again and this time examine the one on the right.

Run left, take the teleport and activate the pedestal. Return, this time proceed all the way to the right and teleport, then activate that pedestal. Return and take the mirror in the middle back again. Go down and make your way right at the fork, going up to the first yellow teleporter you find. Activate the pedestal here and return. Head South to the next teleporter and activate the final pedestal here. Return, grab the chest here containing a Fairy Glass and enter the mirror.

Exit the Field of Intelligence and go back in. Enter the mirror in the middle

and take the yellow teleport. Watch the scene when you arrive.

Boss: Magichand

Hp: 60,000

Mp: 100

Strong: Earth, Water, Fire, Thunder, Star, Vacuum, Void

Weak: N/A

Magicbox (2)

Hp: 30,000

Mp: 100

Strong: Fire, Thunder

Weak: Star

Guardbox

Hp: 30,000

Mp: 100

Strong: Thunder, Star

Weak: Fire

Workbox

Hp: 30,000

Mp: 100

Strong: Fire, Star

Weak: Thunder

Exp: 161,600

Fol: 82,200

This boss can either be really easy or really hard depending on how reliant you are on your other party members. In fact it's very easy to defeat this boss with Claude, alone, without being hit. You'll notice that when you attack the top and bottom pods, the boss has virtually no attacks that can hit you. Then if you stand underneath the main cannon, you can attack the one under it while virtually invulnerable again. The only pod that's difficult is the one out in the middle since the boss can use some of his attacks to hit you at the point, try and defeat this one as fast as possible. When you do start hitting the boss. Standing in the middle and using Head Splitter over and over works well, but I find that if I stand in front of him constantly tapping X you can hit him over and over while he sits there doing nothing, I did this until he was dead. The rest of your party will of course run around in the middle, most likely being obliterated in one attack by his cannon, but you don't even need them. If you want them to get exp, revive them near the end.

After the boss is a scene and a flashback. Afterwards you will get the Jewel of Intelligence, now leave the field.

It's time to move onto the Field of Power. The Field of Power is located directly Southwest of you. It's on the lower snowy island, you'll see a bridge at the top and a large path leading up the mountain. Disembark at the bottom and go up the path to enter the field. Save your game first.

-----o
II - vii - Field of Power
-----o

Items: Assault Bomb, Melting Lotion, Jeanne's Armor, Marvel Sword, Blackberry, Rune Full Moon, ?GUARD, Jewel of Power

Start off by heading right, ignoring the paths that branch up. When you enter the cave you will notice a gorilla standing there. There are numerous fights like the one that follows, you start on the right side and the gorillas on the left and there's a switch on the right. If you let any of the enemies make it over to the right side the fight ends and the path is blocked off. Make absolutely sure you have the 'Flip' skill turned off (find it in skill menu and press square to turn it off) then try the battle, if you lose, load your game.

Go to the far right and get the Assault Bomb and Melting Lotion. Then go up the stairs and open to chest to receive Jeanne's Armor. Now return back outside. Leave the field and save your game. Now go back in and take the first path up, the one on the left. When you enter head right and defeat the gorillas, reload if you lose. Afterwards go back and head up the stairs. Here you'll find a treasure box containing a Marvel Sword. Continue East and go outside.

Enter the door on the right and get the Blackberry, then go back out.

Go up the ladder and follow the path back into the cave. Defeat the Gorilla at the end then keep going. Get the ?GUARD from the treasure box and head South at the fork. When you get outside run to the left and descend the ladder. Grab the Rune Full Moon at the bottom and head back up. Go back into the upper door and take the right path at the fork this time.

When you get outside go up the path on your left. Go to the next map, the exit is at the Northwestern corner. Follow the bridge and up the ladder. At the end of this path take the ladder on the right. At the top get the Atlas Ring from the treasure box, then go back down and take the ladder on the left. Follow the ladders up to the next section.

At the top, save your game at the save point and cross the bridge. A scene will occur

Boss: Guardian
Hp: 130,000
Mp: 0
Strong: Earth, Water, Fire
Weak: Dark

Exp: 150,000
Fol: 64,000

If you're using the Eternal Sphere you will probably find this boss to be quite easy, as he will be constantly stunned by your attacks. Also the Atlas Ring you just got will virtually double all damage you deal, so it too can be a very valuable asset. Using the Atlas Ring 130,000 seems like almost nothing for this guy, his attacks may be powerful but it doesn't matter if he gets no chance to attack. If you're using anyone with magic, Dark elemental spells are especially effective.

Now continue across the bridge and examine the alter. You will get a scene and a flashback. After you receive the Jewel of Power. Now leave the field.

The Field of Courage, your next destination is located on the island at the very South of Energy Nede.

Items: Sour Syrup, Spring Water, Jeanne's Shield, Warrior Statue, Scyther, Mithril Greaves, Stone Check, Jewel of Courage

When you enter the field begin by going left. Grab the Sour Syrup and head back right. Now proceed up the left path that leads North. At the top you'll find a chest containing a Spring Water, then go left. Another chests here with a Jeanne's Shield. Now take the North path then the West path. Here you will find an altar, examine it and get the Warrior Statue. Go back East, then East again. Open the chest here to receive a Scyther

Go South from here, in the next room you'll find a pair of Mithril Greaves. Keep going South. Get the Stone Check here and take the Southeast exit. Now head up the small set of stairs, you'll find an elevator to take in the next room. Save your game at the save point below and run to the right.

A scene will occur here. Choose to put the statue on the altar.

Boss: Guardian
Hp: 130,000
Mp: 0
Strong: Earth, Water, Fire
Weak: Dark

Exp: 150,000
Fol: 64,000

If you're using the Eternal Sphere you will probably find this boss to be quite easy, as he will be constantly stunned by your attacks. Also the Atlas Ring you just got will virtually double all damage you deal, so it too can be a very valuable asset. Using the Atlas Ring 130,000 seems like almost nothing for this guy, his attacks may be powerful but it doesn't matter if he gets no chance to attack. If you're using anyone with magic, Dark elemental spells are especially effective. If it looks like this was copied and pasted you're right because this boss is identical to the one you faced in the Field of Power. I doubt I'm the only one who feels like the whole Field of Courage was really tacked on here. Anyway good luck.

After the fight there will be another flashback. After get the Jewel of Courage and leave the field.

To get to the Field of Love, you need to fly to it because it is on an island in the sky, right in the centre of the map, very hard to miss.

-----o
II - ix - Field of Love
-----o

Items: Serpent's Tooth, Resurrection Mist, Holy Rod

Disembark and run up to the door. Once the Rune Codes have granted you access you'll be ready to go. Take the right branch and open the chest to find a Serpent's Tooth, then head West. Continue until you reach a pillar with a red ball, examine it to connect the paths. Go North from the pillar.

Examine the pillar here as well to connect the paths again. Go across and get the two chests containing a Resurrection Mist and a Holy Rod. Go back down and follow a 'U' shape left and back up the other side where you connected the other path. Get the Hot Syrup and proceed North. Save your game then enter

the room above you

Watch the scene that occurs when you enter.

Boss: Lover

Hp: 60,000

Mp: 0

Strong: N/A

Weak: Light

Breakwing (2)

Hp: 30,000

Mp: 100

Strong: N/A

Weak: Thunder

Exp: 55,200

Fol: 38,040

Go after the breakwings first, they're the dangerous ones. Split your party so that both of them are being attacked so they cannot cast any spells. Lover probably won't be causing too much fuss in the background, in fact as a boss she's painfully easy. Once the two Breakwings are out of the way you can gang up on Lover and she probably won't even get to attack

Another flashback occurs after the battle. Now leave the Field of Love.

Return to Central City.

-----o
II - x - Central City
-----o

Items: None

Climb to the top of the main building and speak with mayor Narl. A conversation will commence.

-----o
II - xi - L'Aqua
-----o

Items: None

The scene continues when you reach L'Aqua via transporter. After the scene you ride the Herush to Fienal.

-----o
II - xii - Fienal
-----o

Items: None

A quick cutscene occurs when you enter and once again you're thrust into a series of events. Lots of big impressive stuff here, be sure to pay attention.

After you'll be thrust into a fight with two normal enemies. Then again after that.

Boss: Marsilio
Hp: 150,000
Mp: 100
Strong: All
Weak: N/A

Exp: N/A
Fol: N/A

This guy is indestructible, allow him to kill you and don't waste any items trying to stay alive.

Following the fight is another scene and you'll retreat from Fienal.

-----o
II - xiii - Central City
-----o

Items: None

Listen to what mayor Narl has to say here. When you have control again leave Central City.

On the world map you need to head to Armlock, it's at the far East of the map just below Fun City.

-----o
II - xiv - Town of Armlock
-----o

Items: None

Enter Armlock and meet with the person waiting for you at the town entrance. If you've done all the shopping you wish to do, meet with Narl at the North tip of town. Watch the scene and enter the transporter.

-----o
II - xv - Heraldry Weapons Laboratory
-----o

Items: Mind Ring

When you arrive listen to what Narl has to say. When you have control again, proceed up and save you game at the save point. Then head North into the laboratory.

Make a right at the fork and enter the first room you see. Open the chest to get a Mind Ring. Go back to the fork and head left, then make your first right and go up. Find mayor Narl here and watch the next sequences of events.

Run down to the transporter for a scene.

-----o
II - xvi - Town of Armlock
-----o

Items: The Key to Mihne Cavern

The person you are looking for lives in the large building right in the centre of town. Enter it to trigger a conversation inside. After a long talk, Narl

will give you The Key to Mihne Cavern. Exit Armlock now.

Mihne Cavern is on the island just West of (and not very far from) Armlock.

-----o
II - xvii - Mihne Cavern
-----o

Items: Fruit Syrup, ?MINERAL, Dummy Doll, Aceras, Lightning Gun, LEA Metal, Wonder Drug, Meteorite, Encyclopedia, Fresh Syrup, Smelling Salts, Mithril Mesh

Enter the cavern and use the key to open the door. Head up the path to the right and get the Fruit Syrup. Go back down and left, taking the next right path all the way up to a chest containing a ?MINERAL. Go back down and head Northwest again to a third fork. Take the path on the right to the next map.

Make another right and get the Dummy Doll at the top. Continue up until you reach another chests containing an Aceras. Go back down to the fork at the beginning of this section and make a right, follow it North until you reach a chest with a Lightning Gun. Continue North to the next map.

Choose the left path and follow it all the way North to the next section. Save your game here and move forward.

Watch a quick scene here.

Boss: Bark
Hp: 150,000
Mp: 400
Strong: N/A
Weak: N/A

Exp: 59,800
Fol: 55,000

If you have a lot of killer moves and physical attackers and can get the hits in quick then you can virtually keep this boss stunned the entire battle. The problem is when he gets like this he gets angry and casts 'Lost Patience' which cannot be interrupted, deals about 4000 damage to everyone and just to boot it can poison you as well. If he casts this be sure to hold up on your barrage of attacks for a moment to heal everyone, if your party has less than 4000 Hp then you may need to do some serious levelling up.

After the fight and a quick conversation, you can now move freely through the cave without random battles. You can leave if you wish but if you want the rest of the treasure keep reading.

Run South, then South again. At the fork with the treasure box make a left. Open the two chests here and get the Wonder Drug and Meteorite. There is a path you cannot see that leads Southwest from here, take it down and get the chest at the bottom left corner that contains an Encyclopedia. Go North from that chest all the way up to the next section getting the Fresh Syrup on the way.

Open the chest on your left to receive some Smelling Salts, run North and find another treasure box at a path fork containing a Mithril Mesh. Down the right path from that box is another chest sneakily hiding to you can only see the red tip under the wall, it has a Spring Water in it. At the very Northeastern corner is a chest with a Smith's Hammer.

That does it for the cave, run all the way back down and leave the Mihne Cavern.

Return to Armlock once again.

-----o
II - xviii - Town of Armlock
-----o

Items: N.F.I.D

Go back into Dr. Mirage's house and speak with Mirage in the room on the left. Watch the scene here. It's a free pass to Fun City that will come in very handy. Make your way there now it's just North of Armlock on the same continent.

-----o
II - xix - Fun City
-----o

Items: Sacred Tear, Fallen Hope, Void Matter

Immediately when you enter a sequence of events will occur, watch everything before you continue. When Mirage comes back you will receive the two antimatter weapons, the Sacred Tear and Fallen Hope, as well as the Void Matter. More scenes follow.

Save your game at the save point here, if you're ready to continue speak to the person and choose to go see Narl. Something will occur in the meantime though.

Boss: Marsilio
Hp: 150,000
Mp: 100
Strong: Earth, Fire, Thunder, Dark
Weak: N/A

Exp: 72,000
Fol: 50,000

Marsilio is fast, but his attacks are significantly weaker than the last time you fought him, and you can actually damage him now. It's possible to surround him with fighters and keep him from getting any attacks off, but in case he does be sure Rena is ready to heal. There's no real big strategy here, he has no elemental weaknesses, at a decent level you should have no problem.

With control again, run to the lobby and save your game. Then exit outside to witness another event here.

Boss: Shigeo
Hp: 160,000
Mp: 100
Strong: N/A
Weak: N/A

Exp: 83,000
Fol: 54,000

He's fast too, and his attacks are all dependant upon running away and not being interrupted. If you're able to keep up with him you can keep him from doing anything at all. Having a spell caster here is a good idea because they can interrupt him when he's out of range. He has about the same amount of Hp as the other guy but will probably take longer since he's a lot harder to corner (but it can be done.)

After the scene, quickly leave fun city and return to the town of Armlock.

-----o
II - xx - Town of Armlock
-----o

Items: None

Approach the people in front of Mirage's house and speak with them, watching the scene that follows.

Boss: Berle
Hp: 170,000
Mp: 100
Strong: All
Weak: N/A

Exp: 99,000
Fol: 58,000

This is the hardest of the three bosses, he is able to bring up a blue shield that renders him absolutely invincible while it remains up. There is a very good chance that your teammates will be too stupid to realize this and get absolutely annihilated by him. You're definitely going to want to try and corner this guy, it's the trick to beating him. If he isn't given a chance to move he won't be able to bring up his shield, so bring your fastest attackers in and wait till his shield wears off. Use that as you chance to strike and drain as much Hp as you can, as fast as you can.

It's time to leave Armlock, speaking to someone automatically on your way out.

When you're on the world map again, your destination is L'Aqua, near the middle of the map, on an island a bit to the East with a clear blue circular roof.

-----o
II - xxi - L'Aqua
-----o

Items: None

After a brief conversation with the people at the door, enter L'Aqua and go into the room on the right. Find and speak with Narl. Tell him all preparations are complete (note that this doesn't mean there's no turning back from this point on.) Watch all the scenes leading up to the next morning.

After all is said and done you'll be in front of Fienal. You can return any time you like, there is no 'point of no return' in this game, you can still leave right up to the door in front of the final boss. You need to in fact save at that particular save point in order for some sidequests to open.

-----o
II - xxii - Fienal

-----o
Items: Heraldry Book, Mithril Shield, Spark Whip, Nuclear Bomb, Left Cross, Resurrection Mist, ?ITEM, Lotus Eater, Beta Box, Atomic Punch, Sylvan Boots, Mithril, Titan's Fist, Rune Shoes, Pleiad Sword, Fresh Syrup, Spring Water, Spark, Duel Helm, Sage's Stone, Flash Pot, Aceras, Duel Suit, Goddess Statue, Cure Stone

Enter Fienal once again and go into the front hall. A scene will commence.

Boss: Ruprecht

Hp: 105,800

Mp: 200

Strong: N/A

Weak: N/A

Nicolus

Hp: 45,500

Mp: 150

Strong: N/A

Weak: Earth, Fire, Star, Dark

Jibril:

Hp: 85,200

Mp: 180

Strong: N/A

Weak: N/A

Exp: 72,000

Fol: 70,000

The three wise men are tough, but individually they are weak. Defeat them in the following order: Jibril, Nicolus, Ruprecht. Jibril is dangerous because he can absorb your characters, Nicolus is a pushover and Reprecht has some powerful multi-hit attack. Focus everything you have on Jibril, it is likely by the time you have defeated him Nicolus will be almost dead form your other party members, and that leaves everyone to gang up on Ruprecht. Eternal Sphere really helps in this battle.

Floor 1:

After the fight go North through the door. Take a right at the fork and go up at the first path. On the next screen enter the first door you come by to find two chests containing a Heraldry Book and a Mithril Shield. Leave the room and go back to the first path split just North of the three wise men. Take a left this time and enter the door. On the next screen enter the first door you reach and open the three chests to receive a Spark Whip, Nuclear Bomb and a Left Cross. Leave the room and go left. At the end of this path is an elevator to take up.

Floor 2:

Enter the door you see right when you leave the elevator room, go up once and open the two chests containing a ?ITEM and a Resurrection Mist. Go back down and enter the door on the right. Follow the path East until your first opportunity to go North, do so. Enter the elevator here and proceed to the next floor.

Floor 3:

Continue along the path until you reach a four way split. Go South and take the elevator down again. In the next room get the Lotus Eater and the Beta Box. Go back up and return to the four way split. This time head up. Take the elevator to the next floor. Head into the door on the left and get the Atomic Punch. Leave and enter the middle door, collect the Sylvan Boots, Mithril and Titan's Fist. Enter the door on the right and open the chest to get the Rune Shoes. Go back down the elevator to the four way split once again. Go West this time and follow the path until you find another elevator to take.

Floor 4:

It's a linear path to the next floor here.

Floor 5:

Follow the path where it takes you until you reach a save point, and save your game. Enter the door right above the save point. Watch the scene that takes place here.

Boss: Vesper

Hp: 140,000

Mp: 200

Strong: N/A

Weak: N/A

Decus

Hp: 180,000

Mp: 300

Strong: Earth, Fire, Thunder, Wind, Star, Vacuum, Light, Dark, Void

Weak: Water

Exp: 197,000

Fol: 65,000

You absolutely must not let Decus cast Spicule, sure it makes for a great voice file in your Voice Collection, but it will devastate beyond reason. Vesper has a powerful beam attack but his blood sucker which he uses 90% of the time is laughable. Gang up on Decus and do not stop until he is dead, these guys are very dangerous especially together. Don't let your guard down when one is dead, they can make some big comebacks.

After the battle be sure to go back down and save your game. Go North and head to the next floor.

Floor 6:

This floor is somewhat confusing so follow carefully, luckily there are no battles here, do the following:

1. Go East, North and press the middle button
2. Go East and press the right button
3. Go North, North and get the three chests containing:
 - Pleiad Sword
 - Fresh Syrup
 - Spring Water
4. Go South, South and press the middle button
5. Go West and press the left button
6. Go South, West, West and press the switch
7. Go East, East, North and press the middle button

8. Go West, West and press the switch
9. Go East, East and press the left button
10. Go North, West and press the right button
11. Go West, North and press the switch
12. Go South, East and press the left button
13. Go East, South and press the middle button
14. Go East, South and press the switch
15. Go North, West and press the left button
16. Go North, West, North and press the middle button
17. Go East, North and take the elevator

Floor 7:

Go North until you reach a fork. Head left down the path until you reach a door at the top, go inside and get the Spark. Return to the fork and head right. Follow the path up and save your game. Go West, then into the door to watch the scene.

Boss: Cyril

Hp: 300,000

Mp: 5900

Strong: All

Weak: N/A

Exp: 460,000

Fol: 80,000

This guy has a heck of a lot of like, and the spray from the Eternal Sphere cannot hurt him. His Wind of Destruction will wipe your party out if you aren't careful, it may be a good idea to unequip the Atlas Ring if you're using it because it will more than double the damage you take. Do everything you can to catch him in a pincer between two of your characters to keep him from attacking as long as possible. you'll have to do this for awhile because he has so much Hp. Not an easy boss.

After the fight head up. Go right at the fork and get the chest containing a Clap Rod. Go back left and follow it to the elevator to the next floor.

Floor 8:

Linear path to the next floor.

Floor 9:

Enter the first door you come across, get the Duel Helm and Sage's Stone. Go out and head right, then down the elevator.

Floor 8:

Go along this floor until you reach a save point, save your game. Head left from the save point. There are two doors here, enter the first to find two chests containing a Flash Pot and an Aceras. Enter the second and open the three chests to find a Duel Suit, Goddess Statue and Cure Stone. Return to the save point and save your game.

If you enter the door above you there's no going back. At this point there are very many things you can do. On top of all the events in Fun City, if you did the scene with Filia in Klik where she foresaw its destruction, you can go back to Central City and turn off the boss of the game's limiter rendering him exponentially harder. Of course this requires going all the way back, then

all the way here again, but there isn't a snowball's chance in hell you could beat him now anyway. A bit of a spoiler here I guess, but it has nothing to do with the story, read at your discretion: ---Not only can you travel back to Expel at this point, with your Synard, you can also access the Cave of Trials an enormous secret dungeon with super hard enemies, bosses and the best equipment in the game. For these things and more check the sidequests section.

There's a still a game to finish though, if you've like to see it all come together. Enter the door above you. Watch the scene that follows as far as it goes.

Boss: Indalecio
Hp: 500,000
Mp: 10,000
Strong: N/A
Weak: N/A

Exp: 600,000
Fol: 90,000

The hardest part about fighting him is definitely the beginning, and getting close to him. He shoots waves out that will just annihilate anything in his path, and cast spells as you helplessly try to find a way through. Once you do manage to get through, Claude with the Eternal Sphere hopefully, and an extra physical attacker or two (Bowman with Explosion Pills works wonders) will keep him motionless for most of the rest of the fight. If someone manages to knock him into the air it may give him the chance to escape so try not to let this happen. Be sure to have lots of reviving items because you simply don't have the time to wait for Rena. With enough corner-trapping he shouldn't be too much of a problem. On this file I beat him with a Party of Claude, Rena, Ashton and Bowman at level 75, which is somewhat low compared to what people recommend, so you'll likely be at an even higher level. Good equipment helps too, I recommend, considering what you probably have at this point in the game using Claude with the Eternal Sphere, for accessories a Meteor Ring Atlas Ring. Good luck.

The rest is gaming history. Well done.

d--(o_o)--b

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*****  
*                               Killer Moves/Spells                               /8 *  
*****
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Most KMs get stronger at a certain proficiency level, the number indicated as 'Power Up' is the required proficiency

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-----o                               -----o  
Claude Kenni                           Rena Lanford  
-----o                               -----o
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Name: Phase Gun
Mp Usage: 0
Level Acquired: N/A
Power Up: N/A

Name: Heal
Mp Usage: 3
Level Acquired: 1

Name: Air Slash
Mp Usage: 4
Level Acquired: 3
Power Up: 200

Name: Antidote
Mp Usage: 5
Level Acquired: 3

Name: Shooting Stars
Mp Usage: 7
Level Acquired: 7
Power Up: 300

Name: Press
Mp Usage: 7
Level Acquired: 5

Name: Head Splitter
Mp Usage: 9
Level Acquired: 12
Power Up: 260

Name: Deep Mist
Mp Usage: 11
Level Acquired: 8

Name: Energy Sword
Mp Usage: 11
Level Acquired: 20
Power Up: 200

Name: Cure Light
Mp Usage: 11
Level Acquired: 10

Name: Burst Knuckle
Mp Usage: 12
Level Acquired: 28
Power Up: 100

Name: Silence
Mp Usage: 14
Level Acquired: 12

Name: Ripper Blast
Mp Usage: 17
Level Acquired: 38
Power Up: 270

Name: Ray
Mp Usage: 14
Level Acquired: 14

Name: Twin Slash
Mp Usage: 15
Level Acquired: 45
Power Up: 160

Name: Energy Net
Mp Usage: 12
Level Acquired: 18

Name: Dragon Howl
Mp Usage: 2
Level Acquired: 53
Power Up: 500

Name: Cure All
Mp Usage: 18
Level Acquired: 20

Name: Sword Bomber
Mp Usage: 32
Level Acquired: 62
Power Up: 420

Name: Delay
Mp Usage: 18
Level Acquired: 22

Name: Mirror Slice
Mp Usage: 38
Level Acquired: 70
Power Up: 460

Name: Dispel
Mp Usage: 24
Level Acquired: 25

-----o
Celine Jules
-----o

Name: Gravity Press
Mp Usage: 24
Level Acquired: 28

Name: Firebolt
Mp Usage: 2
Level Acquired: N/A

Name: Light Cross
Mp Usage: 18
Level Acquired: 30

Name: Thunderbolt
Mp Usage: 4
Level Acquired: N/A

Name: Protection
Mp Usage: 18
Level Acquired: 33

Name: Wind Blade
Mp Usage: 2
Level Acquired: N/A

Name: Tractor Beam
Mp Usage: 22
Level Acquired: 36

Name: Ray
Mp Usage: 10
Level Acquired: 9

Name: Haste
Mp Usage: 20
Level Acquired: 42

Name: Energy Arrow
Mp Usage: 17
Level Acquired: 12

Name: Growth
Mp Usage: 22
Level Acquired: 47

Name: Forget
Mp Usage: 10
Level Acquired: 15

Name: Fairy Heal
Mp Usage: 30
Level Acquired: 52

Name: Starlight
Mp Usage: 10
Level Acquired: 17

Name: Anti
Mp Usage: 40
Level Acquired: 54

Name: Reflection
Mp Usage: 8
Level Acquired: 19

Name: Raise Dead
Mp Usage: 45
Level Acquired: 52

Name: Mind Absorber
Mp Usage: 1
Level Acquired: 22

Name: Star Flare
Mp Usage: 26
Level Acquired: 63

Name: Neutral
Mp Usage: 17
Level Acquired: 27

Name: Fairy Light
Mp Usage: 40
Level Acquired: 65

Name: Bless
Mp Usage: 18
Level Acquired: 27

Name: Angel Feather
Mp Usage: 30
Level Acquired: 72

Name: Thunderstorm
Mp Usage: 28
Level Acquired: 31

-----o
Dias Flac
-----o

Name: Eruption
Mp Usage: 30
Level Acquired: 34

Name: Cross Slash
Mp Usage: 8
Level Acquired: N/A
Power Up: 120

Name: Curse
Mp Usage: 20
Level Acquired: 39

Name: Air Slash
Mp Usage: 4
Level Acquired: N/A
Power Up: N/A

Name: Lunar Light
Mp Usage: 38
Level Acquired: 43

Name: Crescent Wave
Mp Usage: 10
Level Acquired: N/A
Power Up: 130

Name: Southern Cross
Mp Usage: 42
Level Acquired: 49

Name: Chaos Sword
Mp Usage: 10
Level Acquired: N/A
Power Up: 120

Name: Thundercloud
Mp Usage: 40
Level Acquired: 49

Name: Gale Stab
Mp Usage: 10
Level Acquired: 40
Power Up: 130

Name: Anti
Mp Usage: 40
Level Acquired: 59

Name: Crescent Moon Flash
Mp Usage: 13
Level Acquired: 48
Power Up: 100

Name: Explode
Mp Usage: 54
Level Acquired: 66

Name: Hawk Scream Blast
Mp Usage: 16
Level Acquired: 56
Power Up: 100

Name: Angel Feather
Mp Usage: 30
Level Acquired: 72

Name: Full Moon Slash
Mp Usage: 25
Level Acquired: 63
Power Up: 100

Name: Meteor Swarm
Mp Usage: 82
Level Acquired: N/A

Name: Illusion
Mp Usage: 21
Level Acquired: 70
Power Up: 420

-----o
Ashton Anchors
-----o

Name: Firebird Shock Wave
Mp Usage: 30
Level Acquired: 78
Power Up: 240

Name: Twin Stab
Mp Usage: 4
Level Acquired: N/A
Power Up: 100

-----o
Opera Vectra
-----o

Name: Cross Slash
Mp Usage: 8
Level Acquired: N/A
Power Up: 100

Name: Photon Prison
Mp Usage: 10
Level Acquired: N/A
Power Up: 270

Name: Leaf Slash
Mp Usage: 19
Level Acquired: N/A
Power Up: 200

Name: Flame launcher
Mp Usage: 7
Level Acquired: N/A
Power Up: 270

Name: Northern Cross
Mp Usage: 9
Level Acquired: 18
Power Up: 200

Name: Alpha on One
Mp Usage: 23
Level Acquired: 24
Power Up: 440

Name: Piercing Swords
Mp Usage: 12
Level Acquired: 22
Power Up: 130

Name: Spread Ray
Mp Usage: 16
Level Acquired: 34
Power Up: 540

Name: Hurricane Slash
Mp Usage: 16
Level Acquired: 45
Power Up: 200

Name: Cold Wind
Mp Usage: 25
Level Acquired: 41
Power Up: 300

Name: Death Triangle
Mp Usage: 19
Level Acquired: 53
Power Up: N/A

Name: Gravity Shell
Mp Usage: 20
Level Acquired: 54
Power Up: N/A

Name: Dragon Breath
Mp Usage: 28
Level Acquired: 64
Power Up: 140

Name: Lightning Bullet
Mp Usage: 20
Level Acquired: 69
Power Up: 200

Name: Sword Dance
Mp Usage: 32
Level Acquired: 70
Power Up: 400

Name: Heal Star
Mp Usage: 9
Level Acquired: N/A
Power Up: N/A

Name: tri-Ace
Mp Usage: 45
Level Acquired: N/A
Power Up: 140

Name: Laser Bit
Mp Usage: 8
Level Acquired: N/A
Power Up: 300

-----o
Ernest Raviède
-----o

Name: Hyper Launcher
Mp Usage: 34
Level Acquired: N/A
Power Up: 500

Name: Dimension Whip
Mp Usage: 5
Level Acquired: N/A
Power Up: 240

-----o
Precis Neumann
-----o

Name: Spiral Whip
Mp Usage: 7
Level Acquired: N/A
Power Up: N/A

Name: Rocket Punch
Mp Usage: 4
Level Acquired: N/A
Power Up: 120

Name: Arc Attack
Mp Usage: 7
Level Acquired: 32
Power Up: 200

Name: Hop Step
Mp Usage: 5
Level Acquired: N/A
Power Up: 140

Name: Thousand Whip
Mp Usage: 10
Level Acquired: 41
Power Up: 120

Name: Mole
Mp Usage: 7
Level Acquired: 17
Power Up: 100

Name: Cloud Dust
Mp Usage: 18
Level Acquired: 49
Power Up: 100

Name: Ally-Oop!
Mp Usage: 8
Level Acquired: 25
Power Up: 220

Name: Broken Heart
Mp Usage: 17
Level Acquired: 58
Power Up: 200

Name: Parabola Beam
Mp Usage: 12
Level Acquired: 38
Power Up: 240

Name: Thunder Whip
Mp Usage: 22
Level Acquired: 65
Power Up: 200

Name: Bang-Bang Attack
Mp Usage: 15
Level Acquired: 49
Power Up: 510

Name: Sonic Whip
Mp Usage: 25
Level Acquired: 73
Power Up: 100

Name: Bloody Mary
Mp Usage: 32
Level Acquired: 57
Power Up: 360

-----o
Bowman Jean
-----o

Name: Bobot Super Beam
Mp Usage: 24
Level Acquired: N/A
Power Up: 120

Name: Spirit Attack
Mp Usage: 4
Level Acquired: N/A
Power Up: 200

Name: Barrier
Mp Usage: 28
Level Acquired: N/A
Power Up: 200

Name: Poison Pills
Mp Usage: 5
Level Acquired: N/A
Power Up: 250

Name: Holo-Holograph
Mp Usage: N/A
Level Acquired: N/A
Power Up: 130

Name: Pillory
Mp Usage: 6
Level Acquired: N/A
Power Up: 380

-----o
Leon Geeste
-----o

Name: Firebird Attack
Mp Usage: 10
Level Acquired: N/A
Power Up: 400

Name: Acid Rain
Mp Usage: 7
Level Acquired: N/A

Name: Secret Medicine
Mp Usage: 8
Level Acquired: 28
Power Up: N/A

Name: Black Saber
Mp Usage: 14
Level Acquired: N/A

Name: Death Siege
Mp Usage: 13
Level Acquired: 35

Name: Deep Freeze
Mp Usage: 15
Level Acquired: N/A

Power Up: 100

Name: Whirlwind Fist
Mp Usage: 15
Level Acquired: 43
Power Up: 400

Name: Burst Fist
Mp Usage: 28
Level Acquired: 51
Power Up: 200

Name: Explosion Pills
Mp Usage: 20
Level Acquired: 66
Power Up: 200

Name: Sakura Attack
Mp Usage: 36
Level Acquired: 74
Power Up: 250

-----o
Noel Chandler
-----o

Name: Wind Blade
Mp Usage: 2
Level Acquired: N/A

Name: Heal
Mp Usage: 3
Level Acquired: 40

Name: Grave
Mp Usage: 4
Level Acquired: N/A

Name: Cure Light
Mp Usage: 11
Level Acquired: N/A

Name: Earth Grave
Mp Usage: 16
Level Acquired: N/A

Name: Energy Arrow
Mp Usage: 17
Level Acquired: N/A

Name: Magnum Tornado
Mp Usage: 18
Level Acquired: N/A

Name: Deep Mist
Mp Usage: 11
Level Acquired: N/A

Name: Ice Needle
Mp Usage: 2
Level Acquired: N/A

Name: Protection
Mp Usage: 18
Level Acquired: N/A

Name: Shadow Bolt
Mp Usage: 7
Level Acquired: N/A

Name: Word of Death
Mp Usage: 18
Level Acquired: N/A

Name: Wounds
Mp Usage: 4
Level Acquired: N/A

Name: Starlight
Mp Usage: 10
Level Acquired: 34

Name: Delay
Mp Usage: 18
Level Acquired: 36

Name: Shadow Flare
Mp Usage: 32
Level Acquired: 39

Name: Haste
Mp Usage: 20
Level Acquired: 42

Name: Growth
Mp Usage: 22
Level Acquired: 50

Name: Noah
Mp Usage: 35
Level Acquired: 54

Name: Mind Absorber
Mp Usage: 1
Level Acquired: N/A

Name: Gremlin Lair
Mp Usage: 26
Level Acquired: 60

Name: Sonic Saber
Mp Usage: 11
Level Acquired: N/A

Name: Daemon's Gate
Mp Usage: 37
Level Acquired: 66

Name: Tetanus Wind
Mp Usage: 10
Level Acquired: N/A

Name: Dark Circle
Mp Usage: 65
Level Acquired: 78

Name: Cure All
Mp Usage: 18
Level Acquired: 41

Name: Extinction
Mp Usage: 90
Level Acquired: N/A

Name: Silence
Mp Usage: 14
Level Acquired: 41

-----o
Chisato Madison
-----o

Name: Neutral
Mp Usage: 17
Level Acquired: 45

Name: Twister
Mp Usage: 5
Level Acquired: N/A
Power Up: 240

Name: Blood Sucker
Mp Usage: 12
Level Acquired: 49

Name: Burning Cards
Mp Usage: 10
Level Acquired: N/A
Power Up: 200

Name: Foehn
Mp Usage: 25
Level Acquired: 52

Name: Whirlwind
Mp Usage: 14
Level Acquired: 40
Power Up: 200

Name: Fairy Heal
Mp Usage: 30
Level Acquired: 55

Name: 100,000 Volts
Mp Usage: 22
Level Acquired: 44

Name: Dispel
Mp Usage: 24
Level Acquired: 60

Name: Flame Thrower
Mp Usage: 20
Level Acquired: 53
Power Up: 200

Name: Curse
Mp Usage: 20
Level Acquired: 66

Name: Rising Dragon
Mp Usage: 17
Level Acquired: 62
Power Up: 200

Name: Bless
Mp Usage: 18
Level Acquired: 72

Name: Tear Gas
Mp Usage: 32
Level Acquired: 68

Power Up: N/A

Name: Fairy Light
Mp Usage: 40
Level Acquired: 77

Name: Preparation
Mp Usage: 25
Level Acquired: 72
Power Up: 240

Name: Earthquake
Mp Usage: 65
Level Acquired: 82

* Skills/Talents /9 *

Skill Guild Purchases:

-----o

- Knowledge 1 - Minerology, Herbal Medicine, Recipe
- Knowledge 2 - Musical Notation, Biology, Tool Knowledge
- Knowledge 3 - Mental Science, Piety, Fairyology
- Technique 1 - Whistling, Copying, Sketching, Kitchen Knife
- Technique 2 - Mech Knowledge, Craft, Animal Training, Writing
- Technique 3 - Musical Instrument, Metal Casting, Scientific Ability, Mech Operation
- Sensibility 1 - Courage, Patience, Esthetic Sense, Perseverance, Poker Face
- Sensibility 2 - Playfulness, Danger Sense, Perseverance, Poker Face
- Sensibility 3 - Functionality, Radar, Effort
- Combat 1 - Spirit Force, Below the Belt, Strong Blow, Cancel
- Combat 2 - Flip, Gale, Feint, Mental Training
- Combat 3 - Counterattack, Parry, Body Control, Motormouth, Provocation

Talents:

-----o

Having talents make item creation worlds easier, talents that you do not have can also be unlocked by creating items, especially while orchestra is playing, so experiment! (Note Blessing of Manna is not an unlockable talent)

- Originality - The ability to modify things with one's own creativity.
- Sense of Taste - The gift of judging what tastes would please anyone.
- Dexterity - The gifted talent of being able to move one's finger tips exactly as one wishes.
- Sense of Design - The creative talent for the arts
- Writing Ability - The talent of being able to put one's thoughts into words.
- Sense of Rhythm - The ability to perfectly grasp musical rhythm.
- Pitch - The ability to grasp musical tones well.
- Love of Animals - Animal lover. More than anything, more than anyone.
- Sixth Sense - The primitive ability to sense things that cannot be expressed with words
- The Blessing of Manna - The innate magical power.

Normal Skills:

-----o

Sketching - A technical skill, the ability to grasp and reproduce the forms of objects

Musical Notation - Knowledge about musical notation. Skill level +1 AGL increase

Music Instrument - A technical skill, the ability to play a musical instrument. Skill level +1 AGL increase

Tool Knowledge - Knowledge about different tools and weapons. Item selling prices increase by x 3%

Minerology - Knowledge about minerals and diamonds. Skill level x 3 INT increase

Herbal Medicine - Knowledge about medicinal herbs. The amount restored by blue and blackberries is increased by skill level x 3%

Craft - A technical skill, the ability to do jobs that demand manual dexterity. Skill level +2 AGL increase

Esthetic Sense - A feeling, the degree of maturity that enables an understanding of love and beauty

Writing - The intellectual ability to create literature. Skill level +2 DEX increase

Effort - The willpower needed to achieve one's goal. Lowers the needed experience to gain levels

Perseverance - The willpower to continue effort. Reduces the number of SP required to learn skills

Patience - The willpower to endure difficulties and sadness. Skill level x2 CON increase.

Danger Sense - A feeling, high sensitivity to murderous intent. Skill level x 3 STM increase.

Biology - Knowledge about the science of life. Skill level squared x 10 Hp increase.

Mental Science - Knowledge about the mysterious powers of the mind etc. Skill level x 5 Mp increase

Kitchen Knife - The ability to use a kitchen knife, essential to any respectable chef. Skill level x 20 STR increase.

Recipe - Knowledge about cooking ingredients. Effects vary according to whether favorite items are eaten or not.

Good Eye - The ability to choose good cooking ingredients. Hp restoration increases.

Whistling - A technical skill, the ability to put fingers in mouth and whistle loudly.

Animal Training - A technical skill, the ability to tame and train animals to do things and to obey.

Metal Casting - A technical skill, the ability to cast metals. Skill level x 2 DEX increase.

Scientific Ability - A technical skill, the ability to use laboratory equipment such as a still. Skill level x 10 STR increase.

Fairyology - Knowledge about fairies and the origins of life. Skill level +1 INT increase.

Radar - Supernatural powers that enable reception of messages from unknown beings. A gift from heaven!

Piety - Knowledge about faith and the gods. Skills increase somewhat.

Playfulness - An open mind to forgive the God of Creation for thinking up silly things. A gift from heaven!

Functionality - A feeling, the ability to balance beautiful form with function. Skill level x6 STR, DEX, AGL, INT increase.

Courage - If you have courage you won't be nervous in front of a large crowd of people.

Poker Face - The ability to keep a straight face under any circumstance. Skill level x 3 GUTS increase.

Copying - The ability to grasp the true character of things and make them your own

Mech Knowledge - Knowledge about machines

Mech Operation - A technical skill, the ability to operate machines successfully

Combat Skills:
-----o

Below the Belt - A combat skill. The ability to ignore the enemy's defenses while attacking, with a certain probability.

Strong Blow - A combat skill. The ability to blow the enemy away, with a certain probability.

Flip - A combat skill. The ability to flip around the enemy and attack from behind with a certain probability.

Counterattack - A combat skill. Increase the probability of counterattacking when attacked by an enemy.

Feint - A combat skill. The ability to improve aim with a certain probability.

Mental Training - A combat skill. The ability to increase attack power, with a certain probability.

Motormouth - A combat skill. Reduces the time it takes to cast Heraldic spells, with a certain probability.

Body Control - A combat skill. Prevents fainting, with a certain probability.

Spirit Force - A combat skill. Increases defensive powers, with a certain

probability.

Parry - A combat skill. An increase in the ability to parry the enemy's attack, with a certain probability.

Cancel - A combat skill. The ability to eliminate the gap between normal attacks and immediately use a killer move.

Gale - A combat skill. Increases one's combat speed.

Provocation - A combat skill. The ability to use the select button to taunt the enemy during combat.

Float - A combat skill. The ability to knock the enemy up into the air with normal attacks.

Specialty Skills:

-----o

Art - A specialty command for making items by investing a soul into pictures and statues that you make

- Sketching
- Esthetic Sense

Oracle - A specialty command that gives you helpful (?) messages from Tria, the God of Creation

- Radar
- Piety
- Playfulness

Musical Talent - A specialty command that composes and plays music.

- Music Instrument
- Musical Notation

Customize - A specialty command that modifies weapons into your own original type

- Craft
- Metal Casting
- Functionality

Identify - A specialty command that identifies unknown items indicated by a question mark (?) at the start of their names.

- Tool Knowledge
- Minerology
- Herbal Medicine

Metalwork - A specialty command that makes jewelry and equipment out of jewels and precious metals.

- Minerology
- Craft
- Esthetic Sense

Authoring - A specialty command that maintains a guidebook that gives you the

details of your skills as they increase.

- Writing

Practice - A specialty command that increases your experience points by going through combat with lowered abilities.

- Effort
- Perseverance
- Patience

Scout - A specialty command that allows the user to increase or decrease the probability of enemies appearing to a certain degree.

- Danger Sense

Compounding - A specialty command that makes medicines by mixing two types of herbs.

- Biology
- Herbal Medicine
- Mental Science

Cooking - A specialty command that makes drinks and food with cooking ingredients.

- Kitchen Knife
- Recipe
- Good Eye

Familiar - A specialty command that sends animals to shop for you when you are deep in a dungeon or other such place.

- Whistling
- Animal Training

Alchemy - A specialty command that transmutes iron into valuable materials such as metals and jewels.

- Scientific Ability
- Minerology
- Fairyology

Survival - A specialty command that finds useful items when in the field.
Consumes 4MP when used.

- Herbal Medicine
- Patience

Pickpocketing - A specialty command used in conjunction with special gloves to steal items from people using the square button.

- Courage
- Poker Face

Reproduction - A specialty command that makes an item identical to another.

- Copying

Machinery - A specialty command that makes machines that help with your

adventure.

- Mech Knowledge
- Mech Operation

Super Specialty Skills:

-----o

Master Chef - A super specialty command that makes elegant dishes and drinks with everyone's powers.

- Cooking
- Compounding

Orchestra - A super specialty command that makes beautiful melodies and plays them according to the time designated by a conductor.

- Musical Talent
- Art

Comprehension - A super specialty command in which everybody tries to combine their powers during combat for increased skill points.

- Practice
- Survival

Come on Bunny - A super specialty command that has everyone sincerely call the name of a cute little rabbit to have it come to you.

- Familiar
- Scout

Publishing - A super specialty command that uses everyone's abilities to write a book that is good enough to print.

- Authoring
- Machinery

Identify All! - A super specialty command that uses everyone's powers to identify and appraise the value of items correctly.

- Identify
- Metalwork

Blacksmith - A super specialty command that uses everyone's powers to make magnificent armor from ore.

- Customize
- Alchemy

Reverse Side - A super specialty command that uses everyone's powers to make dangerous items. Is it ambition that fuels crimes?

- Pickpocketing
- Reproduction

Unfortunately I must say there are many things about private actions to know, far too much for me to understand and explain here in my own words. Fortunately RPGclassic has done a wonderful job, if you'd like to know more I highly recommend the following link:

<http://www.rpgclassics.com/shrines/psx/so2/pa.shtml>

* Cave of Trials /B *

Introduction:

The Cave of Trials is a 13 floor optional secret dungeon. Each floor provides a greater challenge than the last all leading up to a boss at the bottom with a Hp total in the millions, not for the feint of heart. The rewards here are top notch though, it's definitely worth your while if you think you can handle it. Good luck,

Finding the Cave of Trials:

Here are the instructions to finding one of the most obscure-to-locate optional dungeons in any game. The dungeon is located on a remote island on the planet of Expel, accessible only via a Synard. In order to get back to Expel you have to first go all the way to the top of Fienal and save at the final save point before the boss of the game. Once you have done this you must run all the way out of Fienal and return to Fun City. Enter the fighting arena and go to the spectators stands. Go all the way around to the back. You should see, standing in the fourth arch from the left, an old man in green. Speak with him, if the first words out of his mouth are "Shall I recover your past memories?" then you've got it. Choose 'Yes' and 'Yes' again and you should find yourself in Arlia village. Don't expect any new conversations with any of the people here, try not to think about the story of it, just the dungeon ahead. (In case you want to return to Energy Nede talk to the purple penguin and choose 'You Silly Vern Vern.') Outside the village awaits your Synard. On your large map, at the bottom left corner you'll see a desert island with a red dot. This is your destination.

Note before you begin there are no save points in the Cave of Trials and the only exits are the entrance, Level 6 and Level 11.

-----o
I - i - Level 1
-----o

--- Heraldric Ruins ---

Items: Blueberry, Tri-Emblem, Juicy Beef, Wonder Drug, Link Stock, Fruit Nectar, Bunny shoes

Start by going through the door and heading left at the fork. Follow this path straight, heading South in the room with three exits. Now go left and into the door to find a Blueberry. Now go out of the room, down through the South door and exit this screen to the East. Ignore the switch for now and keep going East. Go down and open the chest for a Tri-emblem, then up into

the left door for a Juicy Beef and Wonder Drug. Leave the room and enter the door on the right. Go up a bit and take the East exit. In here is a chest containing a Nuclear Bomb. Go back left, then into the upper left door. Keep going straight up to find a Link Stock. Now exit this screen to the West. At the top of this room is a treasure chest containing a Fruit Nectar. Now return to the Southern part of this floor to where the door and the switch were. Open the door to see the guardian of this floor, Darkfeather.

Boss: D-feather

Hp: 160,000

Mp: 500

Strong: N/A

Weak: N/A

Weirdknight (2)

Hp: 23,000

Mp: 60

Strong: Fire, Dark

Weak: N/A

Exp: 372,000

Fol: 22,400

None of the floor bosses here are particularly devastating. She has a few normal enemy goons with her. Her main annoyance is that she is capable of turning your characters to stone, and she runs from all your attacks. Set her up in a way that she can't escape and watch the fight end in seconds.

For defeating her you get a pair of Bunny shoes, the most wonderful piece of equipment you will find in this game and it doesn't even take up an accessory slot. Equip a pair of these on Claude, ignoring their crappy stats and start a battle. Now you see him, now you don't. Head down the stairs.

-----o

I - ii - Level 2

-----o

--- Love Alley ---

Items: Reflective Armor, Resurrection Mist, Purity Leaf, Link Combo

Many of these floors have puzzles, you may enjoy solving them yourself if you don't want to use the guide. This floor however is terrible, I'm not sure if it was poorly translated or if it's just as impossible in all versions, but the stone slab above you is supposed to be a clue to what to do. Good luck if you don't read ahead.

Go left, then down. Head South here until you find the statue of Yufie, face her South. Then go down. Face the Lloyd state to the East. Go to the right and turn Cistina to the South, then go back up. Head to the North part of this screen and turn Feria to the East then go up into the door above her. Grab the chests containing a Reflective Armor and a Resurrection Mist, then go back down and East to the next screen. Follow the path to the statue of Sharon and face it West. Return now to the stairs near the stone slab. Head right and go down the first chance you get, grab the Purity Leaf and continue East to the next screen. Go down to find two statues. I believe if you stand between them and press X you can find a Link Combo on the ground. Anyway face Milene to the South, and Luke to the North. The door should now be open. In case you got lost anywhere here's a quick recap:

- Yufie faces South
- Lloyd faces East
- Cistina faces South
- Feria faces East
- Sharon faces West
- Milene faces South
- Luke faces North

Return to the top of the first screen to find the Guardian Bloodgerell.

Boss: Bloodgerell

Hp: 60,000

Mp: 0

Strong: N/A

Weak: N/A

Huntinggel (4)

Hp: 20,000

Mp: 0

Strong: N/A

Weak: N/A

Exp: 65,000

Fol: 32,000

Absolutely laughable boss. I'd even recommend taking him out before the drones because it really doesn't matter. This may as well be a random battle.

You will receive a Seraphic Garb for defeating him. It's a wonderful piece of armour, it gets stronger the more hurt you get so you may start to see double or even single digit damage numbers when you're hurt and need it most. Equip it. Head down the stairs.

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-----o
I - iii - Level 3
-----o

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--- Single Path Cave ---

Items: Slayer's Ring, Fruit Nectar (2), Wonder Drug, Dream Crown, Juicy Beef, Sylvan Mail, Magical Drops

You can only enter each room once if you want to progress, and you must enter each room. There are numerous solutions to this, here is a simple easy one:

1. North
2. North
3. West
4. South
 - Slayer's Ring
 - Fruit Nectar
5. South
6. South
 - Fruit Nectar
7. East
8. East
9. East
 - Wonder Drug
 - Dream Crown
 - Juicy Beef

10. North
11. North
12. North
13. West
14. South
 - Sylvan Mail
15. South
16. West

You should be back where you started with the door open now. You'll meet the guardian Dreamshade.

Boss: Dreamshade (3)
Hp: 35,000
Mp: 0
Strong: N/A
Weak: N/A

Exp: 180,000
Fol: 90,000

There's nothing more annoying than standing and watching as someone beats on your characters. Well you should be prepared for this to happen because it will, three enemies all able to stop time, you need to rely on luck and hope there's an opening. The second there is go after all three at once, use magic, three attackers, anything it takes to keep them from constantly using it. The more you destroy the less likely it is to happen. Luckily the enemies are weak and won't hurt you too much in stasis. Kill them off quick.

For defeating them you get some magical drops, an item you will get millions of from now on. Very disappointed compared to your rewards so far. Head down the stairs.

-----o
I - iv - Level 4
-----o

--- Dancing God Altar ---

Items: Fruit Nectar, Extinction, Resurrection Mist, Purity Leaf, Seraphic Garb, Peep Non, Black Earring, Illusive Shamisen

If you haven't already fallen in love with Bowman and his Explosion Pills, the instant obliteration of those annoying rabbit enemies on this floor should be enough to change your mind.

Head up, you'll see two treasures in closed rooms. The walls on the South side of each one can be walked right through. Open the left chest for a Fruit Nectar, open the right one now. If you have Leon you'll receive Extinction, if not they'll say it's useless to them. Now go up and exit to the East. Get the two chests here for a Resurrection mist and Purity Leaf. Go right and enter the door on the North wall. On your left you can walk through the wall near the bottom, do so and activate the switch. Head out of the room and go right. Go and open the chest to get another Seraphic Garb. Return now to the large room with the locked door. The middle door should now be open. Enter the right door and get the Peep Non, then the left door to find a Black Earring. Make sure at least one of your characters has a level 10 Musical Talent skill, and enter the room. Choose your best music player here, and you will receive the Illusive Shamisen. Leave the room and head West, then up. There's a wall here you can walk through as well. You'll meet the guardian

Miel 32.

Boss: Miel32

Hp: 190,000

Mp: 150

Strong: Earth, Water, Fire, Wind, Thunder, Star, Vacuum, Light, Dark

Weak: N/A

Exp: 400,000

Fol: 50,000

This guy can be somewhat annoying if you have trouble pinning him. He has status affecting attacks and powerful ones at that. The Seraphic Garb will save your life more than once though, but he really isn't too hard.

If you thought it couldn't get any worse than Magical Drops, the game hands you a big fat nothing. Time to descend again.

-----o
I - v - Level 5
-----o

--- Lady's Revenge ---

Items: Fresh Syrup, Slayer's Ring, Wonder Drug, Seraphic Garb, Weird Slayer, Fairy Ring, Fruit Nectar

Go up to get a Fresh Syrup and Slayer's Ring. Proceed North until you are interrupted. Watch the scene. Answer Puffy if you want the right answer, either of the other two if you want to insult her. The next correct answer is "A Beast." Note these answers mean absolutely nothing, and change nothing.

Boss: Weirdbeast

Hp: 811,200

Mp: 0

Strong: All

Weak: N/A

Exp: N/A

Fol: N/A

You've fought battles you have to win, have to lose and have to wait it out. Now this is one where you have to run away.

Proceed East to the next screen. Enter the door leading up and open the chest for a Wonder Drug. Go down, then go down and around to get the Juicy Beef. Now exit this screen to the East. At the top here is a chest containing a Seraphic Garb. Head Southwest to the next screen, then South to a large room. Another scene occurs here. Choose to help and you'll fight the same battle you did on floor 3. Puffy will run off and drop the Weird Slayer for you to pick up. Equip it on any one of your characters. Now go West, West and South. At the end of this long hall you'll find two chests behind a wall you can walk through containing a Fairy Ring and Fruit Nectar. Go back out of this room and head North. Take the left door and exit to the West. You need to head East from here, at the lower of the two East doors. It will lead to a room with the monster again. With your Weird Slayer equipped enter the battle.

Boss: Weirdbeast

Hp: 811,200
Mp: 0
Strong: All
Weak: N/A

Exp: 171,252
Fol: 52,000

Hit it. Once. With the Weird Slayer.

You'll get the Red Lotus Gem for winning the fight. Go back out the door, and take the upper East route again. Make your way from here all the way to the bottom Southeast corner of this floor. With the gem, examine the door at the bottom and it will open. No boss here, just go down the stairs.

-----o
I - vi - Level 6
-----o

--- Burglar's Nest ---

Items: Dream Crown, Cure Poison, Funny Slayer

If you get into a fight with the grey thieves just run, you can't beat them yet.

Go up and to the left until you find a large room with thief statues. Go into the North door and proceed left at the fork. Get the Dream Crown and go all the way right to find a Cure Poison. Return to the statue room. If you're extremely lucky you'll find a man who calls himself Santa wandering around this room. He sells items you can't find anywhere else, but he doesn't show up too often. Be sure to buy what you can while he's there.

---Santa

Moonite - 1500 Fol
Orichalcum - 10,000 Fol
Meteorite - 5200 Fol
Mithril - 15,000 Fol
Damascus - 6400 Fol
Rune Metal - 7000 Fol
Green Beryl - 500 Fol
Sapphire - 800 Fol
Ruby - 400 Fol
Star Ruby - 10,000 Fol
Crystal - 500 Fol
Sage's Stone - 50,000 Fol
Diamond - 9000 Fol
Rainbow Diamond - 14,000 Fol
Santa's Boots - 10,000,000 Fol
Tri-Emblem - 5,000,000 Fol
Go HomeFrog - 300,001 Fol

---o

Examine the statues (it's often the one at the bottom right) until you find one with a button, press it and exit to the West. Go into the door and head up to find the guardian, Funny Thief LV99.

Boss: F-thiefL99

Hp: 40,000
Mp: 0
Strong: N/A
Weak: N/A

Dreamshade
Hp: 35,000
Mp: 0
Strong: N/A
Weak: N/A

FunnyThief
Hp: 3
Mp: 0
Strong: N/A
Weak: N/A

Exp: 380,016
Fol: 55,030

Hopefully you don't have too much trouble, because on the very next floor you will fight sometimes up to six of these blue guys at once in a single battle. Be sure to destroy the Dreamshade first so he doesn't freeze you, the L99 thief will waste you if that happens.

For defeating him you'll get the Funny Slayer, a weak weapon but it can defeat the Funny Thieves in a single hit. Could be very helpful for the next floor if you have trouble. Maybe equip it on Ashton.

On your left is a portal out of the dungeon, if you haven't saved since you started it would be a very good choice. All floors stay unlocked when you beat them so it's safe. When you're ready continue down.

-----o
I - vii - Level 7
-----o

--- Goddess's Altar ---

Items: Purity Leaf, Peep Non, Weird Slayer, Tri-empem, Fresh Syrup, Ganze Sea Urchin, Resurrection Mist, Cracked Gem, Million Staff, Bunny shoes, 'Ishidaya' Tea, Yukiyucho Tea.

Ignore the grammatical error in the title and head up. At the altar, go left. Enter the North room and get the Purity Leaf. Go back and head South and into the room to the right of the path. Open the chest to receive a Peep Non, and go back out. Proceed South to the next room. The wall can be traversed on the left side to get the chest here, containing a Weird Slayer. Go back up and return to the room with the altar. Take the East path this time. Get the Tri-empem in the room and continue East. Go down, get the Fresh Syrup in this room. Go South, at the fork make your way left to find a chest with a Ganze Sea Urchin. Then go right to get a Resurrection Mist, now go back North, and North again. Make a right at the fork and follow the path to a treasure chest in a closed room, the wall at the bottom is fake and the chest contains a Cracked Gem. Return to the altar room. Make sure someone has a level 10 Metalwork skill and use it on the Cracked Gem. If all goes well it will turn into a Red Louts Gem. Read the stone slab at the base of the stairs, then examine the altar to set the Red Lotus Gem on top. The North door open so go through it. In this you meet the guardian, Mithril Eater.

Boss: M-eater
Hp: 600,000
Mp: 400
Strong: N/A
Weak: N/A

Exp: 242,000
Fol: 60,000

This thing is painfully easy, equip your party with the Slayer Rings and use nothing but normal attacks, he'll remained stunned the entire fight.

For defeating him you get a Million Staff. Enter the room on the left and open the three chests for a pair of Bunny Shoes, 'Ishidaya' Tea and Yukiyucho Tea. Continue down the stairs

-----o
I - viii - Level 8
-----o

--- Food God ---

Items: Lavender, Funny Slayer, Seraphic Garb, Amoeba Soup, Slime Jelly, Soda-Pop, Million Staff, Fresh Syrup, Wonder Drug, Ganze Sea Urchin, Special Tuna, Peep Non

Get the chest right where you start containing a Lavender. Go North, North and make an immediate right. Head South to the next screen and follow the path to a Funny Slayer. Go back up and take the East exit. There's two chests here behind a wall you can pass through, they contain a Seraphic Garb and Amoeba Soup. Go back West twice to the main room. Take the lowest exit West, follow the path through ha door (it will close behind you) and continue on. For the lower boxed chest go through the North wall for a Slime Jelly. For the upper boxed chest go through the South wall and get the Soda-Pop. Go around to get the treasure chest just above this one that contains another Million Staff. Leave this room to the South to find three chests containing a Fresh Syrup, Wonder Drug and Ganze Sea Urchin. Go North, then North, then North again. The two chests here have a Special Tuna and Peep Non in them. Leave the room and run to the right. Approach the giant mouth and examine it. Keep feeding it food until it says you must not have anything good. For me I fed it a bunch of normal store food, then finally the Special Tuna found in the other room was what made him say it. When he does you can then select some bad tasting food like herbs and Pet Food. Choose one to unlock the door. Go down to find the guardian of this floor.

Boss: E-beast
Hp: 450,000
Mp: 100
Strong: Earth, Water, Fire, Wind, Thunder, Star ,Vacuum, Void
Weak: N/A

Exp: 300,000
Fol: 42,000

This boss is really easy... as long as he doesn't eat you. Head Splitter is a good killer move to keep you distance, but at this point in the game it's extremely weak.

For defeating the guardian you get a Gelatin Steak. Continue down the stairs.

-----o
I - ix - Level 9
-----o

--- Sealed Coffin ---

Items: Artemis Leaf, Valiant Boots

Head right at the bottom of the stairs, ignore the path down. In this room open the chest to receive an Artemis Leaf, then go up through the wall and get the Valiant Boots. Go back left and left again. Get the resurrection Mist from the treasure box here and keep going North all the way around until you reach a fork between a North and South path. Take the North path and follow it, ignoring the downward branch until you reach a chest with a Wonder Drug. Go back and take that downward path. Follow it South, the West. Enter the first door you pass. Ignore the coffin here, and proceed up to the stairs. Descend to the next level.

If you return to the top now, on the first floor there's a room on the Western side with a red panel. Above it are loose rocks, if you run around on them for a bit they'll make a sound and soon collapse dropping you to the 9th floor. Good shortcut.

-----o
I - x - Level 10
-----o

--- Decision Point ---

Items: Funny Slayer, Bunny shoes, Valkyrie Boots (2), Fresh Syrup, Rainbow Diamond, Sage's Stone, Valiant Boots, Purity Leaf, Meteor Swarm, Million Staff, tri-Ace

The red and blue spider-robots here are the hardest normal enemies in the game. A fight with five of them, with Seraphic Garbs on everyone at 9999 Hp is still virtually a free pass to see the game over screen.

There is a panel on the floor that corresponds to all the rooms on this floor, the door will open to rooms whose panels you step on. You need to do it two times to get everything, the first time step on panels represented by the x's: (The s's don't need to be stepped on)

```
x o o s
x x x o
x o o o
s o o o
```

When you follow this path you'll get the following chests:

1. North (Nothing)
2. North (Funny Slayer)
3. North (Bunny shoes)
4. South (Nothing)
5. East (Nothing)
6. East (Valkyrie Boots)

Return to the front hall and go back up the stairs to reset the panel. When you go back down, step on the following panels:

o o o s
o o o x
o o o x
s x x x

When you follow this path you'll get the following chests:

1. East (Fresh Syrup)
2. East (Go down - Rainbow Diamond, Sage's Stone, Valkyrie Boots)
3. East (Valiant Boots)
4. North (Purity Leaf)
5. North (Million Staff, Meteor Swarm if Celine is in your party)
6. North (tri-Ace if Ashton is in your party)

When you try to go down the stairs here you'll meet the guardian, Geo-guardian.

Boss: Geo-guardian

Hp: 400,000

Mp: 100

Strong: N/A

Weak: N/A

Exp: 300,000

Fol: 100,000

Yawn... just as easy as he was in the field, get him in the corner and he'll be stunned the entire fight.

Descend the stairs

-----o
I - xi - Level 11
-----o

--- Dragon's Nest ---

Items: None

Head up and you'll find a dragon immediately.

Boss: D-tryant

Hp: 550,000

Mp: 1000

Strong: N/A

Weak: N/A

Exp: 1,800,000

Fol: 1,200,000

This is the first real hard boss of the dungeon, he can turn your party to stone and kill them at the same time with him breath, stay away from his mouth. I found it easiest in the battle to fill Bowman with max Mp, and control him myself rapidly tapping the 'Explosion Pills' button since it works well for airborne enemies. He has a lot of Hp but the experience reward is well worth the effort.

For defeating him you get the float skill, a somewhat annoying skill that makes enemies rise into the air when you hit them. It's probably best just to turn it off.

Go and examine the door, it says you are not worthy. You have to leave the dungeon now.

Save your game when you're back on the world map and enter again. You must fight back down to the door with only two people (Claude and Rena most likely.) Luckily you can skip nine floors with the shortcut on the first floor, so head all the way back down to the door. It will be open now.

-----o
I - xii - Level 12
-----o

--- Hall of Warriors ---

Items: Valkyrie Guard, Battle Suit (2), Bunny shoes, Holy Sword Farwell

When you reach this floor you can go back up and get the rest of your group if you wish. Once you complete this floor you will have to go back up again anyway before moving on to the final level.

When you head up you'll find a three way split, head left and get the two chests containing a Valkyrie Guard and a Battle Suit. Go back and head to the right to find two treasure boxes containing a Battle Suit and Bunny shoes. Now return and go North this time. You'll find a giant phoenix in this room.

Boss: Phoenix
Hp: 350,000
Mp: 6300
Strong: Fire, Wind
Weak: N/A

Exp: 1,000,000
Fol: 500,000

The Phoenix isn't particularly hard, but if you're just using two people the battle could take quite a long time. None of his attacks will devastate your entire party, but being a flying enemy and a fast moving one, it makes him fairly hard to hit.

After defeating him you will receive the Holy Sword Farwell. You are now able to unlock the coffin on Level 9, which will net you the best sword in the game as well as unlocking the door in front of you. Being a Phoenix you can come back here anytime before you open to coffin to fight him since he revives. Head to the coffin now (fastest way is to exit Level 11, then take the drop of Level 1) Don't go alone when asked.

When you reach the coffin the lid should be off, examine it to spawn some enemies.

Boss: Wisesorcerer
Hp: 700,000
Mp: 30,000
Strong: Earth, Fire, Star, Void
Weak: N/A

Dreamshade
Hp: 35,000
Mp: 0

Strong: N/A

Weak: N/A

Exp: 1,180,000

Fol: 390,000

The hardest part of this fight is right at the beginning when the Dreamshades can freeze the battle leaving him able to cast Shadow Flare. Destroy those stupid hourglasses then it just becomes pretty much a long random battle.

When he dies you will receive the Levantine, the best sword in the game (when combined with the Angel Armband) which you won't have yet so I recommend sticking with the Eternal Sphere until you get one. Luckily both Dias and Ashton can use the Levantine so it doesn't need to go to waste.

Head back down to where you fought the Phoenix before, you'll have to fight him again here, but it shouldn't be too hard with a full party and Levantine.

Afterwards go up to the door and examine it, with the two swords it should open. Head down to the final floor.

-----o
I - xiii - Level 13
-----o

--- Holy Nest of Angels ---

Items: Valiant Guard, Valiant Mail, Silver Trumpet

If you're ready, head up. At the split follow the left branch to the end and you'll find a Valiant Mail. Follow the right branch to the end and you'll find a Valiant Guard. Now return to the fork. Head up to the door and watch the scene. Here you will battle one of the three main optional bosses in the game, Gabriele Celesta (the other two being the Iseria Queen and Indalecio Limiter Off)

Boss: G-Celesta

Hp: 10,000,000

Mp: 20,000

Strong: Star, Light

Weak: None

Exp: 2,200,000

Fol: 80,000

What can I say it's a hard battle. If you're using the Eternal Sphere you're going to be seeing a lot of 0's because he's immune to Star damage but that's ok. You're going to want as many Berserk Rings equipped as you can get (make them with Claude by using Metalwork on a Ruby) as well as Atlas Rings, and someone using the Levantine. My main source of damage as you probably won't be surprised to hear came from Bowman's Explosion Pills, with him equipped with both a Berserk Ring and Atlas Ring. With 10 million Hp, you'd be surprised how fast this fight can go with the above equipment, less than five minutes in he can be dead. The second you stop attacking, that's all he needs to get a devastating spell off. Regular attacks work best especially if you have people equipped with Slayer Rings. Ashton normal attack with the Levantine, Slayer Ring and Berserk Ring is insanely powerful. Be sure to keep as many people alive as possible, with Rena healing on the side.

(And despite... wearing a dress I do believe Gabriele is supposed to be male,

and his twin sister, the much harder Iseria Queen is supposed to be female.)

If you manage to win this battle you will be rewarded with the Silver Trumpet. This instrument allows you to do two things, the "Melody of the Gods" will ensure item creation works every single time while it is playing, and the "Evil Melody" when used by someone with a level 10 music skill will summon the Iselia Queen boss when used on the field.

Behind Gabriele in the chest is the Angel Armband, which turns any sword you use into the Eternal Sphere, not to mention giving great boosts for every stat and making you virtually immune to all elemental damage.

While this cheerful celebratory music is playing, all random battles in this dungeon are gone. Feel free to explore to your heart's content and get any chests you may have skipped. (This is also a good time to revisit Level 6 to see if Santa is walking around in the statue room.)

Good job.

* Character Recruiting /C *

-----o
Claude Kenni
-----o

Claude is one of the two main characters and must join your party regardless.

-----o
Rena Lanford
-----o

Rena is one of the two main characters and must join your party regardless

-----o
Celine Jules
-----o

After speaking with the king of Cross for the first time you will meet Celine and be asked to venture through Cross Cave. After doing so, you will have the option of having her join on your way out.

-----o
Dias Flac
-----o

Dias can only be recruited if you are playing with Rena as the main character. You will have the option of recruiting him when you speak with him at the Lacour Front Line.

-----o
Ashton Anchors
-----o

Recruiting Ashton becomes possible after you have completed the Heraldry Forest in Mars village.

To start enter Herlie and speak with the old man near the entrance. He'll tell you about a rumour involving a two headed dragon. After this return all the way back to the town of Salva. To the left of Alen's house is an entrance to the mine, speak with the soldier to be granted access.

Items: Maple Syrup, Brigandine, Iron, Aquaberry, Golden Earring, Cinderella Glass

When you enter take the following paths: Right, up, left, left. You will be back at the dragon sign. Follow the path and go up to find a chest with a Maple Syrup, then head left. To the North is a chest containing a Brigandine. South is a dead end so keep going West. Witness the event here and then take the north path where the man came from. Grab the Iron and Aquaberry then continue to the left. At the end there is a chest containing a Golden Earring. Continue down to the next map, in the small room is a Cinderella Glass. Go south from this room and be sure to save your game.

A scene will occur when you go to the East side of this room. After awhile you will be given an option. Choose the top option to have Ashton join your party. Leave the Salva Drift the same way you entered, then exit the town of Salva. A short scene will occur at the exit.

Here is another sidequest you can do if you wish, you do not need to do this to keep Ashton in your party.

Return to the village of Mars. Enter the elder's house and go into the back where all the bookshelves are. Examine the shelf and choose "The Book of Exorcism" Watch the scene that follows. Now you need to head to the mountain palace, it is located Northwest of the sign at the path fork. On your way to Clik, instead of crossing the bridge follow the path left up to a cave.

Speak with the guard, but he won't let you pass until you have spoken with the king of Cross. Now return to Cross.

I recommend stopping at the weapon shop now and buying Ashton's "Smaller" weapon, it's more than twice as powerful as the one he comes equipped with.

Run all the way up to the castle and get another audience with the king. He will give you permission to enter and 3000 Fol. Now return to the mountain pass.

Items: Luna Tablet, Crystal, Fairy's Statue, Emerald Ring, ?MINERAL, Amber Robe, Crest Rod, Damascus, Fairy's Cologne, Wolfsbane, ?HERB, Resurrection Bottle, ?JEWELRY, Cure Stone, Sweet Syrup, Cestus, ?MINERAL, Silver Goblet

Enter the cave, grab the two chests containing a Luna Tablet and a Crystal then speak with the guard again. He will grant you passage. Begin by heading up and right at the first fork. Follow the path and go Northeast at the next fork. Keep following this path in the same direction until you've gone down two flights of stairs. At the bottom take the Southeast path to a room with a Fairy's Statue and Emerald Ring. Go back to the split at the bottom of the first flight of stairs and head Northwest.

Save your game here and continue. Go into the first door that you pass and open the three chests containing a ?MINERAL, Amber Robe and a Crest Rod. Go

back to the path in the same direction you were going and follow it all the way to the end. You'll find yourself in a room with three chests, get the Damascus, Fairy's Cologne and Wolfsbane. Now backtrack to the save point and save your game.

Go down and proceed Southwest back up the stairs. At the first fork you come to go Northwest and follow the path. When you reach the four way split continue Northwest. Enter the first door you reach and go along to get a ?HERB. Go back to the door and proceed Northeast. Enter the next door. You will find two chests along the way with a Resurrection Bottle and a ?JEWELRY. Continuing further you will find a Cure Stone and a Sweet Syrup in a large room. Head right and down the stairs. Finally at the end of the path you will find yourself in a special room. Two two chests contain a ?MINERAL and a Cestus, while the pedestal in the centre holds the Silver Goblet you seek. A quick scene follows.

Boss: Nightmare

Hp: 9000

Mp: 100

Strong: N/A

Weak: N/A

Exp: 4000

Fol: 2200

This boss can be pretty hard, but if you've been able to navigate through the dungeon this far you should be able to win. She seems to have the ability to be randomly immune to physical attacks every once in awhile, so use all your best killer moves first. Hopefully Celine has learned the energy arrow spell. If so turn off all spells for her except that one (in her spell menu press square on a spell to turn it off.) Make sure she and Rena are stocked with Mp and you'll probably need a few Resurrection Bottles if your levels aren't high enough. She has 9000 Hp but it depletes at a reasonable rate.

Leave the mountain cave for now. At the four way split head Southwest for the fastest way out. Return to Cross. I recommend doing as much shopping here as you can, picking up lots of berries and bottles. When you're ready proceed Northwest to the mountain.

It would probably be in your best interests to level up around the base of the mountain. I'd say try and get to at least 25 if you can, the boss coming up is extremely difficult. Proceed when you think you are ready.

Items: Tears of the King

There is a simple path to follow all the way to the top. When you reach the top, save your game and approach the next. Watch the scene that follows.

Boss: Xine

Hp: 20,000

Mp: 300

Strong: Fire, Wind

Weak: N/A

Exp: 8300

Fol: 3200

This boss is extremely hard IF you aren't prepared. 90% of the damage in this fight is likely going to come from Celine's Energy Arrow so start by going into the menu and turning off all other spells. Make sure she is set to use

all Mp as fast as possible. For Claude the trick is to constantly keep using Head Splitter. If you run out of Mp be sure you have items to heal both your Mp as well as Celine's. Ashton will help a bit and Rena's Cure Light is very important. With all these factors you should be able to beat him without anyone even dying around level 23-24.

After the fight you will receive the Tears of The King. Head down the mountain and return once again to the Dragon's Lair of the Salva Drift. Watch the scene here.

Ashton will now 'officially' join your party.

-----o
Opera Vectra
-----o

In order to trigger this you must have seen the three eyed man during the private action when you first visited the town of Cross.

Return to port Hilton after the Lacour Tournament of Arms. On the East section go into the large building on the left (the tavern), when you enter you'll meet someone after her conversation with the other man she'll speak to you. After telling her about seeing the man in cross she'll introduce herself and run off. So follow her to Cross.

Enter Cross and run all the way to the castle. Get another audience with the king ask about the three-eyed woman. Get permission to enter palace and say you have no further questions. Leave Cross.

The Mountain Palace is located part way along the path to Clik, instead of crossing the bridge take a left and follow that path up the mountain path to reach the cave.

Items: Luna Tablet, Crystal, Fairy's Statue, Emerald Ring, ?MINERAL, Amber Robe, Crest Rod, Damascus, Fairy's Cologne, Wolfsbane, ?HERB, Resurrection Bottle, ?JEWELRY, Cure Stone, Sweet Syrup, Cestus, ?MINERAL

Enter the cave, grab the two chests containing a Luna Tablet and a Crystal then speak with the guard again. He will grant you passage. Begin by heading up and right at the first fork. Follow the path and go Northeast at the next fork. Keep following this path in the same direction until you meet up with Opera at the top of the stairs. Speak with her and get her to accompany you. Go down the stairs and head right down another set. At the bottom take the Southeast path to a room with a Fairy's Statue and Emerald Ring. Go back to the split at the bottom of the first flight of stairs and head Northwest.

Save your game here and continue North. Watch the scene here.

Boss: Flarelizard (2)
Hp: 5000
Mp: 0
Strong Fire, Thunder
Weak: Water

Exp: 8000
Fol: 16,000

This boss can be rather hard if you're underlevelled. Head Splitter is a good choice here, hopefully you have either the Long Edge or Sharp edge from

Lacour, or the Eternal Sphere/Marvel Sword if you've really been working on it. Go after whichever one Opera focuses on the eliminate one as fast as possible, you can team up on the other giving it little chance to attack.

Go back and save your game, then into the door to the right of the boss.

Go into the first door that you pass and open the three chests containing a ? MINERAL, Amber Robe and a Crest Rod. Go back to the path in the same direction you were going and follow it all the way to the end. There is a quick scene in this room and Opera will decide to go along with you. Get the Damascus, Fairy's Cologne and Wolfsbane. Now backtrack to the save point and save your game.

Opera is now in you party. You can leave the mountain pass, or you can stay and get the rest of the treasure (just keep reading to do so.) Now that you have Opera you can start the process of getting Ernest, check the character recruiting section for Ernest to find out what to do.

Go down and proceed Southwest back up the stairs. At the first fork you come to go Northwest and follow the path. When you reach the four way split continue Northwest. Enter the first door you reach and go along to get a ?HERB. Go back to the door and proceed Northeast. Enter the next door. You will find two chests along the way with a Resurrection Bottle and a ?JEWELRY. Continuing further you will find a Cure Stone and a Sweet Syrup in a large room. Head right and down the stairs. Finally at the end of the path you will find yourself in a special room. Two two chests contain a ?MINERAL and a Cestus. Now leave the mountain pass.

-----o
Ernest Raviede
-----o

You must have Opera in order to recruit Ernest.

After you get Opera venture to Arlia village. Enter and run to the very top right corner of Shingo Forest. An event will occur here involving Opera. Now you need to wait until just after you leave the Hoffman Ruins.

When you go leave the Hoffman Ruins, Opera will notice something and a scene will begin. Watch the next chain of events.

Boss: Ghost
Hp: 8200
Mp: 100
Strong: N/A
Weak: Light

Exp: 5200
Fol: 8500

What an easy boss, his Hp is laughable compared to what you just fought in the ruins, there is no way this fight will be a problem.

After the battle there will be another scene. You will have the option of taking both Opera and Ernest, or neither.

You can now leave the Hoffman Ruins.

-----o
Precis Neumann
-----o

Once you've seen the event with her after entering Linga, leave and come back in with a Private Action. Go to the North section of town and find her beside the pharmacy on the left if you're playing as Claude, or in her house (Southern part of the main section) if you're playing as Rena. From here it's just a long scene until you have the option of bringing her or ditching her. Head up to leave town for another quick scene, and Precis will officially join your party.

-----o
Bowman Jean
-----o

To recruit Bowman, simply avoid getting Precis and he will automatically ask to join you during an event you can't miss.

-----o
Leon Geeste
-----o

Leon can only be recruited if you are playing with Claude as the main character. You will automatically have the option of recruiting him at the Eluria Colony.

-----o
Noel Chandler
-----o

You will automatically have the option of recruiting him at the end of the Cave of Red Crystal.

-----o
Chisato Madison
-----o

When you first arrive at Central City, go to the West side and find her there.

You will meet her in numerous places as you continue through the story, and at one point when you find her in the Cave of Red Crystal she will drop her job ID. Bring it back to her at the office on the second floor of the main building in Central City and you will have the option of recruiting her.

* Shop Inventory /D *

-----o
Arlia Village
-----o

-----o
Salva Drift
-----o

---General Store [Hearn's of Arlia]

---Inn [The Hopping Penguin]

Sandals - 10 Fol
Rose Hips - 230 Fol
Lavender - 490 Fol
Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Spectacles - 8 Fol

-----o
Town of Cross
-----o

---Inn [Kingdom Hotel]

10 Fol per person

---Weapons Shop [Royal Hunt]

Broad Sword - 400 Fol
Smaller - 2000 Fol
Rod - 10 Fol
Leather Helm - 50 Fol
Banded Helm - 120 Fol
Banded Mail - 600 Fol
Robe - 10 Fol
Wooden Shield - 120 Fol
Boots - 40 Fol
Iron Greaves - 110 Fol

---Skill Guild [Skillie]

Knowledge 1 - 300 Fol
Sensibility 1 - 400 Fol
Technique 1 - 400 Fol

---Restaurant [Forum]

Seafood - 500 Fol
Fruit - 80 Fol
Grain - 145 Fol
Meat - 300 Fol
Vegetables - 30 Fol
Egg/Dairy Products - 10 Fol

---Tool Shop [Budabing Budaboom]

Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Cure Paralysis - 180 Fol
Resurrection Bottle - 3600 Fol
Rose Hips - 230 Fol
Spectacles - 8 Fol
Cure Stone - 450 Fol

-----o
Mars Village

10 Fol per person

---Jam Store [Dolphin Kick]

Strawberry Jam - 50 Fol
Raspberry Jam - 60 Fol
Apple Jam - 70 Fol

---Weapon Shop [Ferguson's]

Long Sword - 200 Fol
Both Shaver - 850 Fol
Knuckles - 110 Fol
Leather Helm - 50 Fol
Leather Armor - 300 Fol
Sandals - 10 Fol
Leather Greaves - 50 Fol

---Jewelry Store [Fairy Tear]

Necklace - 1200 Fol
Ruby Earring - 6000 Fol
Silver Barrette - 1300 Fol
Iron - 200 Fol
Silver - 200 Fol
Gold - 300 Fol
Rose Hips - 230 Fol
Gold - 300 Fol
Aceras - 660 Fol
Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Spectacles - 8 Fol

-----o
Port of Clik
-----o

---Inn [Waterfront]

10 Fol per person

---Antique Shop [Milly's Shop]

Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Anklet - 400 Fol
Mandrake - 150 Fol
Wolfsbane - 360 Fol
Resurrection Bottle - 3600 Fol
Gold - 300 Fol
Harmonica - 500 Fol
Magic Canvas - 1000 Fol
Magical Clay - 600 Fol

---[International Trading] (Weapons)

-----o

---Inn [Finn's]

10 Fol per person

---Tool Shop [Roof's]

Flame Blade - 4800 Fol
Cestus - 1400 Fol
Ruby Wand - 600 Fol
Fame Helm - 500 Fol
Magical Hat - 600 Fol
Ringed Mail - 1200 Fol
Silk Robe - 1800 Fol
Round Shield - 500 Fol
Suede Boots - 200 Fol
Iron Greaves - 110 Fol
Killer Poison - 300 Fol
Flare Bomb - 450 Fol
Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Resurrection Bottle - 3600 Fol
Cure Paralysis - 180 Fol

---Grocery Store [Golden Spoon]

Seafood - 500 Fol
Fruit - 80 Fol
Grain - 145 Fol
Meat - 300 Fol
vegetables - 30 Fol
Egg/Dairy Products - 10 Fol
Daikon Miso Soup - 300 Fol

-----o

Town of Herlie

-----o

---Inn [Ocean View]

10 Fol per person

---Delicatessen [Red Dragon Manor]

Seltzer - 100,000+ Fol
Seafood - 500 Fol
Fruit - 80 Fol
Grain - 145 Fol
Meat - 300 Fol
Vegetables - 30 Fol
Egg/Dairy Products - 10 Fol
Sweet Dumpling - 140 Fol
Potstickers - 280 Fol
Shu-mai - 280 Fol
Toro Tuna - 2000 Fol
Sashimi - 2800 Fol

Sinclair Sabre - 860 Fol

Hard Knuckles - 300 Fol

Rod - 10 Fol

Banded Mail - 600 Fol

Robe - 10 Fol

Wooden Shield - 120 Fol

Round Shield - 500 Fol

Boots - 40 Fol

Secret Boots - 80 Fol

Iron Greaves - 110 Fol

---Street Vendor

Banana Crepes - 90 Fol

Chocolate Crepes - 115 Fol

--- Ice Cream Girl

Orange Sherbet - 16 Fol

Vanilla Ice Cream - 30 Fol

---Bakery [The Clik Bakery]

Pancakes - 340 Fol

Egg Sandwich - 250 Fol

Grain - 145 Fol

Vegetables - 30 Fol

Egg/Dairy Products - 10 Fol

---Skill Guild [Clik Skills]

Knowledge 1 - 300 Fol

Sensibility 1 - 400 Fol

Technique 1 - 400 Fol

Combat 1 - 400 Fol

-----o

Port Hilton

-----o

---Inn [Hilton Island]

30 Fol per person

---Weapons Shop [Gerencer]

Smaller - 2000 Fol

Cestus - 1400 Fol

Splinter - 1300 Fol

Iron Helm - 1200 Fol

Ringed Mail - 1200 Fol

Silk Robe - 1800 Fol

Round Shield - 500 Fol

Leather Boots - 105 Fol

High Heels - 120 Fol

Brigandine - 3500 Fol

---Food Store [Munchies]

---Weapons Shop [Premia]

Ruby Wand - 600 Fol
Silk Robe - 1800 Fol
Knight's Shield - 1000 Fol
Secret Boots - 80 Fol
Plate Greaves - 800 Fol
Brigandine - 3500 Fol

---Antique Dealer [The Grasping Hand]

Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Magic Canvas - 1000 Fol
Magical Clay - 600 Fol
Bandit's Gloves - 40,000 Fol
Anklet - 400 Fol
Spectacles - 8 Fol
Cure Paralysis - 180 Fol
Cure Stone - 450 Fol

---Skill Guild [Giono Vallon]

Knowledge 2 - 1500 Fol
Sensibility 2 - 1600 Fol
Technique 1 - 400 Fol
Combat 1 - 400 Fol

-----o
Town of Lacour
-----o

---Inn [The Lacour Hotel]

30 Fol per person

---Weapons Shop [Counterpunch]

Sinclair Sabre - 860 Fol
Plate Helm - 7000 Fol
Brigandine - 3500 Fol
Buckler - 650 Fol
Silver Greaves - 5200 Fol
Sweet Syrup - 300 Fol
Mixed Syrup - 500 Fol
Blackberry - 200 Fol

---Weapons Shop [Knockout]

Long Edge - 12,300 Fol
Leather Helm - 50 Fol
Leather Armor - 300 Fol
Wooden Shield - 120 Fol
Leather Greaves - 50 Fol
Sweet Syrup - 300 Fol
Mixed Syrup - 500 Fol
Blackberry - 200 Fol
Twin-edge - 3000 Fol

Seltzer - 100,000+ Fol
Meat Dumpling - 360 Fol
Sweet Dumpling - 140 Fol
Chicken Skewers - 500 Fol
Seafood - 500 Fol
Fruit - 80 Fol
Grain - 145 Fol
Meat - 300 Fol
Vegetables - 30 Fol
Egg/Dairy Products - 10 Fol
Root Beer - 300 Fol

---Seaside Music Shop

Harmonica - 500 Fol
Cembalo - 8000 Fol
Feather Pen - 20 Fol
Conductor's baton - 85 Fol

---Tool Shop [Rosso's]

Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Iron - 200 Fol
Silver - 200 Fol
Gold - 300 Fol
Ruby - 400 Fol
Sapphire - 800 Fol
Green Beryl - 500 Fol
Feather Pen - 20 Fol
Bandit's Gloves - 40,000 Fol
Spectacles - 8 Fol
Mandrake - 150 Fol
Rose Hips - 230 Fol
Artemis Leaf - 720 Fol
Wolfsbane - 360 Fol
Lavender - 490 Fol
Aceras - 660 Fol
Resurrection Bottle - 3600 Fol
Cure Poison - 140 Fol
Cure Paralysis - 180 Fol
Cure Stone - 450 Fol

---Skill Guild [Skill Power]

Knowledge 2 - 1500 Fol
Sensibility 2 - 1600 Fol
Technique 2 - 1600 Fol
Combat 2 - 1600 Fol

-----o
Town of Linga
-----o

---Inn [Pension Chie]

30 Fol per person

---Weapons Shop [Slayer]

Walloon Sword - 3900 Fol
Iron Helm - 1200 Fol
Ringed Mail - 1200 Fol
Round Shield - 500 Fol
Iron Greaves - 110 Fol
Fruit Syrup - 600 Fol
Fresh Syrup - 800 Fol
Attack Vial - 230 Fol
Violence Pill - 140 Fol
Hard Whip - 3000 Fol

---Weapons Shop [Straight]

Gusguine - 4500 Fol
Banded helm - 120 Fol
Banded Mail - 600 Fol
Knight's Shield - 1000 Fol
Plate Greaves - 800 Fol
Sweet Syrup - 300 Fol
Mixed Syrup - 500 Fol
Blackberry - 200 Fol
Crest Rod - 1200 Fol

-----o
Lacour Front Line
-----o

---Inn

Rest for free in the medical ward

---Lacour Front Line [Arsenal]

Long Edge - 12,300 Fol
Crest Rod - 1200 Fol
Plate Helm - 7000 Fol
Brigandine - 3500 Fol
Knight's Shield - 1000 Fol
Buckler - 650 Fol
Silver Greaves - 5200 Fol
Plate Mail - 13,400 Fol
Fine Shield - 6800 Fol
Resurrection Bottle - 3600 Fol

---General Store [Lacour Store]

Walloon Sword - 3900 Fol
Gusguine - 4500 Fol
Bagh Nakh - 1400 Fol
Hard Whip - 3000 Fol
Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Spectacles - 8 Fol
Resurrection Bottle - 3600 Fol
Pet Food - 10 Fol

---University Co-op [Academy Co-op]

Material Kit - 1200 Fol
Reference Book - 2300 Fol
Amber Robe - 4000 Fol
Magic Canvas - 1000 Fol
Magical Clay - 600 Fol
Feather Pen - 20 Fol
Magical Camera - 9800 Fol
Magical Film - 900 Fol
Spectacles - 8 Fol
Fountain Pen - 460 Fol
Pet Food - 10 Fol
Bandit's Gloves - 40,000 Fol
Smith's Hammer - 250 Fol
Resurrection Bottle - 3600 Fol
Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Vellum Paper - 150 Fol

---Pharmacy [Tsuyoshi Takemoto]

Apple Jam - 70 Fol
Aloe Jam - 80 Fol
Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol

---Pharmacy [Jean Medicine Home]

Mandrake - 150 Fol
Rose Hips - 230 Fol
Artemis leaf - 720 Fol
Wolfsbane - 360 Fol
Lavender - 490 Fol
Aceras - 660 Fol
Cure Poison - 140 Fol
Cure Stone - 450 Fol
Attack Vial - 230 Fol

---Skill Guild [Le Skill]

Knowledge 1 - 300 Fol
Knowledge 2 - 1500 Fol
Knowledge 3 - 2700 Fol
Technique 3 - 3600 Fol

-----o
Eluria Colony
-----o

---Armory

Aquaberry - 105 Fol
Blackberry 200 Fol
Blueberry - 60 Fol
Spectacles - 8 Fol
Resurrection Bottle - 3600 Fol

Crystal - 500 Fol
Green Beryl - 500 Fol
Sapphire - 800 Fol
Ruby - 400 Fol

-----o
Central City
-----o

---Tavern & Inn [Brandywine]

50 Fol per person

---Weapons Shop [Hyper-on-Hyper]

Ignite Sword - 17,000 Fol
Scyther - 18,000 Fol
Pain Cestus - 15,000 Fol
Hecatoncherie - 16,200
Silver Rod - 9800 Fol
Great Punch - 14,000 Fol
Light Whip - 14,000 Fol
Heraldry - 7000 Fol
Electro Gun - 15,000 Fol
Steel Helm - 16,000 Fol
Silver Robe - 10,000 Fol
Plate Mail - 13,400 Fol
Fine Shield - 6800 Fol
Silver Greaves - 5200 Fol

---Restaurant [Weight Lawyer]

Seafood - 500 Fol
Fruit - 80 Fol
Grain - 145 Fol
Meat - 300 Fol
Vegetables - 30 Fol
Egg/Dairy Products - 10 Fol
Steak - 600 Fol
Berry Juice - 200 Fol

---Tool Shop [Reverse Edge]

Leezard Flask - 120,000 Fol
Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Mandrake - 150 Fol
Rose Hips - 230 Fol
Artemis Leaf - 720 Fol
Wolfsbane - 360 Fol
Lavender - 490 Fol
Aceras - 660 Fol
Resurrection Bottle - 3600 Fol
Magic Canvas - 1000 Fol
Magical Clay - 600 Fol
Fountain Pen - 460 Fol
Beret - 40,000 Fol
Spectacles - 8 Fol

Cure Paralysis - 180 Fol
Cure Stone - 450 Fol
Pet Food - 10 Fol
Seafood - 500 Fol
Fruit - 80 Fol
Grain - 145 Fol
Meat - 300 Fol
Vegetables - 30 Fol
Egg/Dairy Products - 10 Fol

-----o
North City
-----o

---Inn [Landscape]

50 Fol per person

---[Account] Weapons

Eagle's Claws - 20,000 Fol
Pain Cestus - 15,000 Fol
Hecatoncherie - 16,200 Fol
Light Whip - 14,000 Fol
Steel Helm - 16,00 Fol
Jeanne's Helm - 8600 Fol
Mithril Coat - 15,000 Fol
Steel Armor - 52,000 Fol
Crestier Guard - 36,600 Fol
High-laced Shoes - 4100 Fol
Silver Greaves - 5200 Fol
Steel-toed Boots - 3200 Fol

---[Smiley's] Grocery

Seafood - 500 Fol
Fruit - 80 Fol
Grain - 145 Fol
Meat - 300 Fol
Vegetables - 30 Fol
Egg/Dairy Products - 10 Fol
Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol

---Tool Shop [Blue Flask]

Leezard Flask - 120,000 Fol
Mandrake - 150 Fol
Rose Hips - 230 Fol
Artemis Leaf - 720 Fol
Wolfsbane - 360 Fol
Lavender - 490 Fol
Aceras - 660 Fol
Attack Vial - 230 Fol
Cembalo - 8000 Fol
Harmonica - 500 Fol
Organ - 12,000 Fol
Piano - 30,000 Fol

Poison Check - 5000 Fol
Cure Paralysis - 180 Fol
Cure Stone - 450 Fol
Vellum Paper - 150 Fol
Bandit's Gloves - 40,000 Fol
Pet Food - 10 Fol
Conductor's Baton - 85 Fol
Magical Film - 900 Fol

---[Skill Guild]

Knowledge 1 - 300 Fol
Knowledge 2 - 1500 Fol
Sensibility 1 - 400
Technique 1 - 400 Fol

-----o
Town of Armlock
-----o

---Inn [Elation]

50 Fol per person

---Weapons and Tool Shop [Milword's]

Force Sword - 50,000 Fol
Ruin's Fate - 190,000 Fol
Lotus Eater - 188,000 Fol
Rune Full Moon - 50,000 Fol
Grizzly Caps - 140,000 Fol
Ruby Rod - 80,000 Fol
Atomic Punch - 170,000 Fol
Spark Whip - 160,000 Fol
Encyclopedia - 50,000 Fol
Lightning Gun - 158,000 Fol
Alpha Box - 139,900 Fol

---Restaurant [Yamato-Ya]

Seafood - 500 Fol
Fruit - 80 Fol
Grain - 145 Fol
Meat - 300 Fol
Vegetables - 30 Fol
Egg/Dairy Products - 10 Fol

---Skill Guild [Skill World]

Sensibility 3 - 2700 Fol
Combat - 400 Fol
Combat 2 - 1600 Fol
Combat 3 - 4500 Fol

-----o
Fake Gallery
-----o

Lyre - 5000 Fol
Violin - 21,000 Fol
Feather Pen - 20 Fol
Conductor's Baton - 85 Fol
Spectacles - 8 Fol
Material Kit - 1200 Fol
Seltzer - 100,000+ Fol
Smith's Hammer - 250 Fol
Iron - 200 Fol
Gold - 300 Fol
Silver - 200 Fol
Green Beryl - 500 Fol
Sapphire - 800 Fol
Ruby - 400 Fol
Crystal - 500 Fol
Diamond - 9000 Fol

-----o
Fun City
-----o

---Inn [Fun City Hotel]

50 Fol per person

---Gift Shop [Gift Box]

All-Purpose Knife - 12,000 Fol
Feather Pen - 20 Fol
Fountain Pen - 460 Fol
Magical Camera - 9800 Fol
Magical Film - 900 Fol
Vellum Paper - 150 Fol
Material Kit - 1200 Fol
Conductor's Baton - 85 Fol
Aquaberry - 105 Fol
Blackberry - 200 Fol
Blueberry - 60 Fol
Crown - 1600 Fol
Harmonica - 500 Fol
Spectacles - 8 Fol
Evening Dress - 5000 Fol
Pin Heels - 300 Fol
Cure Poison - 140 Fol
Cure Paralysis - 180 Fol
Cure Stone - 450 Fol
Strawberry Jam - 50 Fol
Raspberry Jam - 60 Fol
Apple Jam - 70 Fol
Aloe Jam - 80 Fol

---Restaurant [Light Step]

Seltzer - 100,000+ Fol
Chicken Doria - 520 Fol
Orangeade - 110 Fol
Apple Crepes - 200 Fol
Pancakes - 340 Fol
Chicken Skewers - 500 Fol
Wizard's Hat - 65,200 Fol

Mithril Mesh - 250,000 Fol
Wizard's Mail - 240,000 Fol
Steel Armor - 52,000 Fol
Crestier Guard - 36,600 Fol
Rare Gauntlets - 105,000 Fol
Mithril Greaves - 76,000 Fol
Tri-emplen - 31,419 Fol
Sacknoth's Helmet - 12,000 Fol
Magical Rasp - 350,000 Fol

Mithril Helm - 83,400 Fol
Friend Rice - 300 Fol
Potstickers - 280 Fol
Strawberry Mochi - 2250 Fol
Root Beer - 300 Fol

-----o
Cave of Trials
-----o

---Santa

Moonite - 1500 Fol
Orichalcum - 10,000 Fol
Meteorite - 5200 Fol
Mithril - 15,000 Fol
Damascus - 6400 Fol
Rune Metal - 7000 Fol
Green Beryl - 500 Fol
Sapphire - 800 Fol
Ruby - 400 Fol
Star Ruby - 10,000 Fol
Crystal - 500 Fol
Sage's Stone - 50,000 Fol
Diamond - 9000 Fol
Rainbow Diamond - 14,000 Fol
Santa's Boots - 10,000,000 Fol
Tri-Emblem - 5,000,000 Fol
Go HomeFrog - 300,001 Fol

* Best Weapons /E *

No character has a real "Best Weapon" that everyone agrees on, you may very well prefer the honourable mentions, I just used what I believe to be the best ones.

-----o
Claude Kenni
-----o

Levantine - Acquired in the coffin on Level 9 of the Cave of Trials, must have first defeated the Phoenix on Level 12.

Honourable Mention: Eternal Sphere - Get the Sharp Edge after the Lacour tournament of arms, customize it with a Mithril to get the Minus Sword, then customize that with a Mithril to get the Eternal Sphere

-----o
Rena Lanford
-----o

Fallen Hope - Obtained automatically

Honourable mention: Empresia - Customize a Moonite with Kaiser Knuckles

-----o
Celine Jules
-----o

Million Staff - You get three of them in Cave of Trials

Honourable Mention: Dragon's Tusk - Customize Clap Rod/Prime Prayer/Rod of Snakes/Ruby Rod/Tongue Twister/Silvermoon with an Orichalcum. Then customize the resulting Holy Rod with a Star Ruby.

-----o
Dias Flac
-----o

Levantine - Acquired in the coffin on Level 9 of the Cave of Trials, must have first defeated the Phoenix on Level 12.

Honourable Mention: Crimson Diablos - Customize Cromlea Sword/Hard Cleaver/Ignite Sword/Marvel Sword/Pleiad Sword/Hope of Breeze/Ruins' Fate with a Star Ruby to get a Soul Slayer. Customize that with a Sage's Stone to get the Crimson Diablos

-----o
Ashton Anchors
-----o

Levantine - Acquired in the coffin on Level 9 of the Cave of Trials, must have first defeated the Phoenix on Level 12.

Honourable Mention: Melufa - Customize a Scyther with a Damascus to get the Melufa.

Bonus Mention: Gemini - Customize a Lotus Eater with a Meteorite to get the Gemini.

-----o
Opera Vectra
-----o

Pulse Box - Customize Gamma Box/Beta Box with an Orichalcum to make the Pulse Box

-----o
Ernest Raviede
-----o

Dark Whip - Customize a Molecule Wire with a Damascus for a Dark Whip

Honourable Mention: Spark Whip - Combine a Cat 'o Nine Tails/Rose Whip/Light Whip/Molecule Wire/Dark Whip/Flare Whip/Freeze Whip/Invisible Whip with a

Rainbow Diamond to get a Spark Whip.

-----o
Precis Neumann
-----o

SDUGA Punch - Customize a UGA Punch with a Meteorite to get the SDUGA Punch

-----o
Bowman Jean
-----o

Weird Slayer - Found on Level 5 of the Cave of Trials

Honourable Mention: Moon Fists - Customize Rune Full Moon with a Diamond to get the Moon Fists

-----o
Noel Chandler
-----o

Platinum Nails - Customize a Tiger's Fangs with a Mithril to get the Platinum Nails.

Honourable Mention: Grizzly Claps - Customize an Eagle Claws with a Green Beryl to get a Dragon's Claws, then customize them with an Iron to get the Grizzly Claps. (You can also just buy them in Armlock)

-----o
Chisato Madison
-----o

Weird Slayer - Found on Level 5 of the Cave of Trials

Honourable Mention: Psychic Gun - Customize Cracker with a Sage's Stone to get the Psychic Gun.

* Musical Instruments /F *

-----o
Song List
-----o

Cembalo:

- The Ghost Dance (Increases aim)
- The Fairy Dance (Increases dodging ability)

Harmonica:

- The Strain of Battle (Increases encounter rate)
- Strains of Loneliness (Decreases encounter rate)

Lyre:

- The Judgement (Increases attack power)
- The Eternal Song (Increases defense power)

Organ:

- The Song of Healing (Restores Hp while walking)
- The Song of Hope (Restores Mp while walking)

Piano:

- The Song of Salvation (Restores hp and Mp while walking)
- The Song of Blessings (Increases all parameters while walking)

Violin:

- Enter the hero (Certain enemy will appear when combat is possible)
- Hail the Goddess (Increases the effectiveness of specialty commands)

Illusive Shamisen:

- The Green Gale (Increases agility)
- The Secret Power (Increases max Hp/Mp)

Silver Trumpet:

- The Evil Melody (Certain enemy will appear when combat is possible)
- The Melody of the Gods (Item creation success without talents)

-----o
 The Evil Melody
 -----o

Using The Evil Melody will summon an enemy depending on the level of the character's Musical Talent skill.

- Level 1 - None
- Level 2 - Phoenix
- Level 3 - Clubgunner
- Level 4 - Hell-servant
- Level 5 - Mithril Eater
- Level 6 - Eysian Beast
- Level 7 - Geo-guardian
- Level 8 - Dragon Tyrant
- Level 9 - Wisesorcerer
- Level 10 - Iselia Queen

 * Optional Bosses /G *

-----o
 Gabriele Celeste
 -----o

Gabrie Celeste is located of Level 13 of the Cave of Trials. Refer to the Cave of Trials section for a location and boss strategy.

-----o
 Iselia Queen
 -----o

Iselia Queen is the much harder sister of Gabriele Celeste. You must defeat Gabriele Celeste and get the Silver Trumpet for willing the battle. Use the Silver Trumpet until you learn The Evil Melody, then play The Evil Melody with someone who has a musical talent skill of Level 10. If you are on the field you will summon Iselia Queen.

-----o
Indalecio Limiter Off
-----o

To begin you must perform a private action the first time you visit Clik and listen to the prophecy that Filia makes.

At the end of the game, once you've saved at the final save point before the boss of the game, return to the front hall of the main building in Central City. Watch the scene involving Filia here and Indalecio's limiter will be removed making him exponentially harder, and more challenging than Gabriele Celeste and Iselia Queen combined. Level 255 isn't enough to get you through this fight on its own.

* Item List /& *

'Ishidaya' Tea	Recovers 60% of maximum MP.
'Judgment Day'	Uses Shadow Flare magic.
'Spring'	Revives and recovers HP by 100%.
'The Last Supper'	User dies by party is recovered.
'The Scream'	Uses Demon's Gate magic.
'Usunigori' Tea	Recovers 45% of maximum MP.
1-up Pudding	Recovers 100% of maximum HP.
?BOOK	This object requires identification first.
?FOOD	This object requires identification first.
?GUARD	This object requires identification first.
?HERB	This object requires identification first.
?ITEM	This object requires identification first.
?JEWELRY	This object requires identification first.
?MACHINE	This object requires identification first.
?MINERAL	This object requires identification first.
?WEAPON	This object requires identification first.

A Maiden's Secret	A romantic novel by Precis
Aceras	Recovers 2% of maximum HP. Used for compounding.
Advanced Heraldry	A friendship novel by Leon
Aged Berry Juice	Unknown effect.
All About Herbs	Teaches character the skill: Herbal Medicine
Aloe Jam	Heals paralysis status.
Amoeba Soup	Recovers 68% of maximum MP.
Ancient Writings	Writings found in Cross Cave that cannot be read.
Angel's Statue	Recovers 30% of maximum HP to party.
Antiseptic Gloves	Increases the success rate of Compounding
Aphrodisiac	Raises romance with other characters.
Apple Cider	Recovers 40% of maximum MP.
Apple Crepes	Recovers 15% of maximum HP.
Apple Jam	Recovers 12% of maximum HP.
Aquaberry	Recovers 10% of maximum HP. Also cures Poison.
Artemis Leaf	Heals all status ailments. Used for compounding.
Assault Bomb	Explosion attack against enemy.
Assorted Cheeses	Recovers 70% of maximum HP.
Attack Vial	Increases strength temporarily.
Au Gratin Climax	Recovers 68% of maximum HP.
Baby Rabbit Risotto	Recovers 35% of maximum HP.
Bacon & Eggs	Recovers 20% of maximum HP.
Bad Tasting Stew	Recovers 1% of maximum MP.
Banana Crepes	Recovers 18% of maximum HP.
Beautiful Ice Cream	Recovers 80% of maximum HP & MP.
Beef Croquettes	Recovers 30% of maximum HP.
Before Tea's Ready	Teaches character the skill: Copying
Berry Juice	Recovers 5% of maximum MP.
Big Tuna	Recovers 45% of maximum HP.
Bird's Nest Soup	Recovers 70% of maximum MP.

Bitter Juice	Recovers 1% of maximum MP.
Bitter Lotion	Instantly kill next enemy you attack.
Blackberry	Recovers 22% of maximum MP
Blueberry	Recovers 22% of maximum HP.
Blurry Photo	Some kind of failed attempt at something.
Bounced Check	Some kind of failed attempt at something.
Broth	Recovers 30% of maximum MP.
Bubble Lotion	Instantly kill next enemy you attack.
But One Truth!	A friendship novel by Chisato
Buy it... OK?	A friendship novel by Precis
Cabbage Roll	Recovers 26% of maximum HP.
Card Key	Used to open the path in the Eluria Tower.
Care Tablet	Protects user against status ailments.
Carrot Ice Cream	Recovers 12% of maximum HP.
Carrot Juice	Recovers 13% of maximum MP.
Cat House Murder	A friendship novel by Bowman
Cembalo	Music instrument used to make beautiful music.
Cheese Pizza	Recovers 68% of maximum HP.
Chicken Doria	Recovers 48% of maximum HP.
Chicken Skewers	Recovers 5% of maximum HP.
Chisato's Job ID	ID Card of news reporter Chisato.
Chocolate Crepes	Recovers 22% of maximum HP.
Choose Ingredients	Teaches character the skill: Good Eye
Cinderella Glass	Lowers shop prices.
Clarisage	A legendary herb found in the Sanctuary of Linga.
Coconut Milk	Heals all status ailments.
Communicator	Claude's communicator he has from the start.
Conductor's Baton	Required for Musical Talent & Orchetra
Contract	Use at an inn to claim ownership.
Cook from the Heart	Teaches character the skill: Kitchen Knife

Corn Potage	Recovers 22% of maximum MP.
Countdown	A friendship novel by Ernest
Cracked Gem	When repaired becomes the Red Lotus Gem.
Creamed Stew	Recovers 70% of maximum MP.
Creamy Cheese	Item used when Cooking.
Crumpled Paper	Some kind of failed attempt at something.
Crush Pill	Converts HP into attack power.
Cure Paralysis	Heals paralysis status.
Cure Poison	Heals poison status and restores some HP.
Cure Stone	Heals petrification status.
Custard Pudding	Recovers 15% of maximum HP.
Daikon Miso Soup	Recovers 10% of maximum MP.
Danger Pot	Restores HP to wounded character of damages non.
Deluxe Doria	Recovers 88% of maximum HP.
Dill Whip	A legendary herb found in the Sanctuary of Linga.
Discovery Card	Get more items after battle.
Dummy Doll	Increases hit temporarily.
Egg Sandwich	Recovers 19% of maximum HP.
Egg/Dairy Products	Item used when Cooking.
Element Analyzer	Increases the success rate of Identify
Energy Drink	Heals all status ailments.
Energy Stone	Used to power the Lacour Hope.
Energy Tonic	Exchanges character's HP & MP.
Engineering	Teaches character the skill: Mech Knowledge
Erlenmeyer Flask	Increases the success rate of Alchemy
Exciting Tenderloin	Recovers 70% of maximum HP.
Extension Card	Get double experience after battle.
Fairies Card	Recovers 50% of maximum HP. Battle only.
Fairy Glass	MP consumption is halted temporarily.
Fairy Mist	MP consumption is halted temporarily for all.

Fairy's Cologne	Reduces encounter rate temporarily.
Fairy's Statue	Kill all enemies instantly.
Falling in Love	A romantic novel by Rena
Feather Pen	Required for Composing.
Fill-up	Puts a random item in your inventory.
Fine Saute	Recovers 70% of maximum HP.
Fish of Happiness	Recovers 70% of maximum HP.
Flare Bomb	Fire attack against enemy.
Flash Pot	Temporarily increases item creation success.
Fol Up Card	Get double Fol after battle.
Forest Friends	Teaches character the skill: Animal Training
Forged Bills	A very valuable item.
Forged Checks	A very valuable item.
Forged Documents	A very valuable item.
Forged Medals	Use in menu to automatically gain one level.
Fountain Card	Puts a random item in your inventory.
Fountain Pen	Required for Authoring.
French Toast	Recovers 55% of maximum MP.
Fresh Syrup	Recovers 100% of maximum HP.
Fried Eggs	Recovers 18% of maximum HP.
Fried Rice	Recovers 26% of maximum HP.
Fried Vegetables	Recovers 50% of maximum HP.
Fruit	Item used when Cooking.
Fruit Nectar	Recovers 100% of maximum HP & MP.
Fruit Smoothie	Recovers 8% of maximum MP.
Fruit Syrup	Recovers 45% of maximum HP & MP.
Ganze Sea Urchin	Item used when Cooking.
Gateau Marjolaine	Recovers 100% of maximum HP.
Gelatin Steak	Recovers 60% of maximum MP.
Genie's Steak	Recovers 90% of maximum HP.

Genie's Veggie Soup	Recovers 90% of maximum MP.
Ginger Ale	Recovers 100% of maximum HP & MP.
Go-home Frog	Takes you outside the Cave of Trials from within.
Goddess Statue	Recovers 30% of maximum MP to party.
Gold/Silversmith	Teaches character the skill: Craft
Golden Stew	Recovers 90% of maximum MP.
Gorgonzola	Recovers 78% of maximum HP.
Grain	Item used when Cooking.
Graphic Software	Increases the success rate of Art
Green Potage	Recovers 25% of maximum MP.
Ground Lamb Steak	Recovers 40% of maximum HP.
Gruel	Recovers 10% of maximum HP.
Half-dead Bomb	Reduces all HP by one half.
Hamburger	Recovers 19% of maximum HP.
Harmonica	Music instrument used to make beautiful music.
Hassaku Tea	Recovers 40% of maximum MP.
Heart Barriers	Teaches character the skill: Mental Science
Heavenly Doria	Recovers 100% of maximum HP & MP.
Herbal Oil	Recovers 30% of maximum MP
Hexagram Card	Uses Silence on all enemies.
Historic Greats	A romantic novel by Opera
Holy Mist	Recovers 60% of maximum HP to party.
Hot Syrup	Recovers 70% of maximum HP or MP.
Hut Key	Used to unlock the cabin the Heraldry Forest.
Hyperball	Sends eight balls at enemies.
I Can See Only You	A friendship novel by Rena
ID Card	Used to unlock the Eluria Tower.
Ichigoni	Recovers 90% of maximum MP.
Ichigoni Supreme	Recovers 90% of maximum MP.
Idol	Kill an enemy instantly.

Illusive Shamisen	Music instrument used to make beautiful music.
Inviting Filet	Recovers 100% of maximum HP.
Jack-in-the-box	Puts a random item in your inventory or battle.
Jambalaya	Recovers 46% of maximum HP.
Jewel of Courage	A jewel with the power of courage.
Jewel of Intelligence	A jewel with the power of intelligence.
Jewel of Love	A jewel with the power of love.
Jewel of Power	A jewel with the power of power.
Juicy Beef	Item used when Cooking.
Kamikaze Tonic	Increases strength temporarily.
Killer's Book	A romantic novel by Chisato
Konyaku Jelly	Recovers 40% of maximum HP.
LEA Metal	Required to make the antimatter weapons.
Lady Fingers	Recovers 8% of maximum HP & MP.
Lady in Red	A romantic novel by Celine
Lavender	Recovers 3% of maximum HP. Used for compounding.
Lezard Flask	Increases the item quality of Alchemy.
Lien	Puts a random item in your inventory.
Life Insurance	Gives money if used on deceased character.
Lilith Tonic	Increases strength and inflicts berserk,
Link Stock	Allows character to take Killer Moves.
Living With Animals	A friendship novel by Noel
Lost Sanctuary	A romantic novel by Ernest
Lyre	Music instrument used to make beautiful music.
Macaroni Au Gratin	Recovers 10% of maximum HP.
Magic Canvas	Item used when making Art.
Magic Rock	Sends a rock to damage enemies.
Magical Camera	Required for Reproduction skill
Magical Clay	Item used when making Art.
Magical Drops	Pause time temporarily.

Magical Film	Required for Reproduction skill.
-----+	-----+
Magical Rasp	Increases the item quality of Customize.
-----+	-----+
Magical Rice	Item used when Cooking.
-----+	-----+
Magical Salad	Recovers 100% of maximum MP.
-----+	-----+
Mandrake	Kills a living character. Used for compounding.
-----+	-----+
Maple Syrup	Recovers 20% of maximum MP
-----+	-----+
Marionette Pill	Revives and increases character stats.
-----+	-----+
Meat	Item used when Cooking.
-----+	-----+
Meat Dumpling	Recovers 22% of maximum HP.
-----+	-----+
Meat Fried Rice	Recovers 60% of maximum HP.
-----+	-----+
Mech Launcher	Precis learns killer move: Mujin-Super Beam
-----+	-----+
Melting Lotion	Instantly kill next enemy you attack.
-----+	-----+
Mental Pot	Increases magic temporarily.
-----+	-----+
Merlin Drink	Recovers 100% of maximum MP.
-----+	-----+
Metox	A legendary herb found in the Sanctuary of Linga.
-----+	-----+
Milky Potage	Recovers 80% of maximum MP.
-----+	-----+
Mind Bomb	Damages enemy's MP.
-----+	-----+
Miracle Fried Rice	Recovers 75% of maximum HP.
-----+	-----+
Mirror of Wisdom	Increases magic temporarily.
-----+	-----+
Mixed Syrup	Recovers 30% of maximum HP & MP.
-----+	-----+
Mr. 'No'	A friendship novel by Ashton
-----+	-----+
Muscat Grape Jelly	Heals poison status.
-----+	-----+
Mushroom Soup	Recovers 66% of maximum MP.
-----+	-----+
Music Box	Temporarily lowers encounter rate.
-----+	-----+
Musical Software	Increases the success rate of Composing
-----+	-----+
Musical Theory	Teaches character the skill: Musical Notation
-----+	-----+
Mystical Beings	Teaches character the skill: Fairyology
-----+	-----+
N.F.I.D.	Allows you to enter Fun City for free.
-----+	-----+
Natural High	Inflicts berserk.
-----+	-----+
Nature's Life Force	Teaches character the skill: Biology
-----+	-----+

Never Turn Back	A romantic novel by Ashton
New Civilization	A friendship novel by Opera
Nightmare Pot	Restores HP to wounded character of damages non.
No Need for Words	Teaches character the skill: Metal Casting
Nuclear Bomb	Reduces all HP to a single point.
Ocean of Stars	A romantic novel by Claude
Odd Medicine	Revives and recovers 100% of maximum HP randomly.
On Revenge	Teaches character the skill: Counterattack
On Training	Teaches character the skill: Mental Training
Operation Manual	Teaches character the skill: Mech Operation
Orange Au Gratin	Recovers 21% of maximum HP.
Orange Sherbet	Recovers 10% of maximum HP.
Orangeaid	Recovers 10% of maximum MP.
Organ	Music instrument used to make beautiful music.
Pancakes	Recovers 23% of maximum HP.
Paralysis Mist	Inflicts paralysis on all enemies.
Paralysis Oil	Inflicts paralysis on an enemy.
Passport	Given by the king to go to other continents.
Peach Ice Cream	Recovers 10% of maximum HP.
Pear Compote	Heals all status ailments.
Peep-peep Bomb	Inflicts stun on the enemies.
Peking Duck	Recovers 70% of maximum HP.
Piano	Music instrument used to make beautiful music.
Pickled Plum	Recovers 2% of maximum HP.
Pieces for Learners	Teaches character the skill: Musical Instrument
Pixie Cologne	Increases magic and inflicts berserk.
Plain Omelet	Recovers 60% of maximum HP.
Planet of the Winds	A friendship novel by Claude
Plasma Zap-Stick	Precis learns killer move: Barrier
Pocket Encyclopedia	Teaches character the skill: Tool Knowledge

Portrait A	Painting that depicts Claude.
Portrait B	Painting that depicts Rena.
Portrait C	Painting that depicts Celine.
Portrait E	Painting that depicts Dias.
Portrait F	Painting that depicts Precis.
Portrait G	Painting that depicts Ashton.
Portrait H	Painting that depicts Leon.
Portrait I	Painting that depicts Opera.
Portrait J	Painting that depicts Ernest.
Portrait K	Painting that depicts Noel.
Portrait L	Painting that depicts Chisato.
Pose Collection	Teaches character the skill: Sketching
Potstickers	Recovers 19% of maximum HP.
Prime Sirloin	Recovers 80% of maximum HP.
Prime Tuna	Item used when Cooking.
Prime Tuna Steak	Recovers 80% of maximum HP.
Prince's Zoni Stew	Recovers 60% of maximum HP & MP.
Principles of Nature	A romantic novel by Noel
Protection Bomb	Explosion attack against enemy.
Purity Leaf	Item used when Cooking.
Quick Pickles	Recovers 5% of maximum HP.
Raspberry Jam	Recovers 11% of maximum HP.
Raw Milk	Recovers 1% of maximum MP.
Red Lotus Gem	Used to unlock a door in the Cave of Trails.
Rena's Hairpin	The hairpin Rena wears on her head.
Rena's Pendant	Rena's pendant she has had from the start.
Resurrection Bottle	Revives and recovers 60% of maximum HP.
Resurrection Mist	Revives and recovers 100% of maximum HP.
Revival Card	Revives ally character if they die.
Rice Cakes	Recovers 19% of maximum HP.

Rice Croquettes	Recovers 12% of maximum HP.
Rice Omelet	Recovers 20% of maximum HP.
Rice-bran Pickles	Recovers 10% of maximum HP.
Ririca	Same as Magical Camera, but better.
Risky Liquid	Revives and recovers 100% of maximum HP.
Risotto Ecstasy	Recovers 80% of maximum HP & MP.
Rock	Some kind of failed attempt at something.
Root Beer	Recovers 35% of maximum MP.
Rose Hips	Recovers 2% of maximum HP. Used for compounding.
Rotten Sashimi	Inflicts poison on character.
Rune Codes	Needed to enter any of the Fields of Nede.
Sake Lees Pickles	Heals paralysis status.
Salmon Omelet	Recovers 29% of maximum HP.
Sambai Tea	Recovers 3% of maximum MP.
Sashimi	Recovers 70% of maximum HP.
Scrap Iron	Some kind of failed attempt at something.
Scribbles	Some kind of failed attempt at something.
Sea Urchin on Rice	Recovers 100% of maximum HP & MP.
Seafood	Item used when Cooking.
Seaweed Miso Soup	Recovers 20% of maximum MP.
Second Ledger	Lowers shop prices.
Seltzer	Recovers 90% of maximum HP & MP.
Shark Fin Soup	Recovers 40% of maximum MP.
Shark Potstickers	Recovers 70% of maximum HP.
Shock Oil	Lower's enemy's MP to zero.
Shortcake	Recovers 16% of maximum HP.
Shrimp Au Gratin	Recovers 26% of maximum HP.
Shrimp Doria	Recovers 21% of maximum HP.
Shrimp Pilaf	Recovers 30% of maximum HP.
Shrimp Shu-mai	Recovers 60% of maximum MP.

Shu-mai	Recovers 10% of maximum HP.
Silence Card	Uses Silence on an enemy.
Silver Goblet	It's a silver goblet.
Silver Trumpet	Music instrument used to make beautiful music.
Sirloin Steak	Recovers 80% of maximum HP.
Skanda	Escape from battle with perfect success.
Skanda Compress	Increases character speed in battle.
Skanda Ointment	Increases party speed in battle.
Slime Jelly	Recovers 60% of maximum MP.
Slippery Slime	Item used when Cooking.
Smelling Salts	Revives and recovers 30% of maximum HP.
Smelly Rice Cakes	Recovers 1% of maximum HP.
Smith's Hammer	Required for Blacksmithing.
Smoke Mist	Reduces the speed of all enemies.
Smoke Oil	Reduces the speed of an enemy.
Soda-Pop	Recovers 30% of maximum MP.
Soldering Iron	Increases the success rate of Metalwork
Sole & Fruit Sauce	Recovers 22% of maximum HP.
Sole & Wine Sauce	Recovers 60% of maximum HP.
Sour Syrup	Recovers 30% of maximum MP.
Soy Milk	Recovers 10% of maximum MP.
Special Heraldry	A romantic novel by Leon
Special Stir-Fry	Recovers 70% of maximum MP.
Special Tuna	Recovers 70% of maximum HP & MP.
Spectacles	Identify an item or show enemy stats.
Spicy Cake	Recovers 1% of maximum HP.
Spring Rolls	Recovers 20% of maximum HP.
Spring Water	Heals all status ailments
Squash Croquettes	Recovers 22% of maximum HP.
Squash Spring Rolls	Recovers 28% of maximum HP.

Steak	Recovers 50% of maximum HP.
Steamed Aspic	Recovers 50% of maximum HP.
Stink Gel	Instantly kill next enemy you attack.
Stock Certificates	A very valuable item.
Strawberry Jam	Recovers 10% of maximum HP.
Strawberry Mochi	Recovers 55% of maximum HP.
Strawberry Mousse	Recovers 14% of maximum HP.
Succubus Cologne	Increases encounter rate temporarily.
Super Ball	Sends a big ball at enemies.
Survival Kit	Increases the success rate of Survival
Sweet Dumpling	Recovers 12% of maximum HP.
Sweet Fruit	Item used when Cooking.
Sweet Rice Cakes	Recovers 80% of maximum HP.
Sweet Syrup	Recovers 22% of maximum HP.
Tears of the King	Tears from the demon bird.
Tetra-bomb	Sends four lasers at enemies.
Text Software	Increases the success rate of Authoring/Publishing
The Bloody Road	A friendship novel by Dias
The Hermes Theory	Teaches character the skill: Scientific Ability
The Key to Mihne Cave	Unlocks the Mihne Cave.
The Land's Secret	Teaches character the skill: Mineralogy
The World is Mine	A friendship novel by Celine
To Live	A romantic novel by Dias
Today's Dish	Teaches character the skill: Recipe
Toro Tuna	Recovers 20% of maximum HP.
Tournament Pass	Allows you to enter the Lacour Tournament of Arms.
Treasure Chest	Puts three random item in your inventory.
Treasure Map	Map of Cross Cave that shows unexplored areas.
Tri-ball	Sends three balls at enemies.
Tuna Skewers	Recovers 70% of maximum MP.

Twin's Tonic	Raises friendship with other characters.
Vanilla Ice Cream	Recovers 10% of maximum HP.
Vegetable Juice	Recovers 26% of maximum MP.
Vegetables	Item used when Cooking.
Vellum Paper	Required for Reverse Side.
Victorial Card	Increases Guts.
Violence Pill	Revives and recovers 100% of maximum HP randomly.
Violin	Music instrument used to make beautiful music.
Void Matter	Required to inflict damage on the ten wise men.
Warrior Statue	Set on the pedestal in the Field of Courage.
Wax Doll Murders	A romantic novel by Bowman
Weird Lump	Some kind of failed attempt at something.
Wilted Salad	Recovers 2% of maximum HP.
Wolfsbane	Inflicts poison. Used for compounding.
Wonder Drug	Heals all status ailments or revives.
Yaegaki Tea	Recovers 50% of maximum MP.
Yarma Cooking Set	Item used when Cooking.
Yogurt	Recovers 6% of maximum HP.
Yogurt Salad	Heals poison status.
Yukiyocho Tea	Recovers 55% of maximum MP.

* Everything Else /H *

I'd just like to start this section off by saying thank you very much to EternalSphere, he had some great information in his topic and I've compiled a lot of it here unedited as he wrote, along with the work of PooterDawg88, PWOPPLW and Wallwalker. Thank and good job to all of them.

-----o
Easy Experience
-----o

For the fastest experience fight on Level 7 of the Cave of Trials, you will receive a very large amount of experience for the raided battle of blue funny thieves, even if it isn't too common.

Also if you've completed the Cave of Trials it's even faster to have someone with a Musical Talent skill at level 8 to play The Evil Melody, the dragon you fight gives a very large amount of exp.

-----o
Easy Fol
-----o

This was taken from EternalSphere's topic, originally posted by EternalSphere. Give credit where credit is due.

- Playfulness, playfulness, playfulness. The higher the level, the more Fol received.
- Write as many books as you can with publishing, and sell in Lacour or Central City. (see Wallwalker's above list) Collect royalties later.
- Stock Certificates give one Fol per minute, per stock certificate. Make using Reverse Side.
- The infamous ripping off Santa method: He normally sells Sage's Stones at 50,000 Fol each. Use Identify All to give discount and buy at 35,000 Fol each. Use Identify All to raise prices and sell at 80,000 Fol each. Doing this once (buying 20, then selling 20) will net you 900,000 Fol. Repeat as many times as you want.
- Buy a bunch of Scythers and customize them with Damascus to get Melufas. I think the above is a typo they sell for 1,560,000 Fol each not 15,000,000.

-----o
Mischief/Trickster/Fortune
-----o

This was taken from EternalSphere's topic, originally posted by PooterDawg88. Give credit where credit is due.

MISCHIEF ARMBAND

Well in order to get the Mischief armband, you have to have access to Bandit's Gloves and the Pickpocket specialty before you enter the port of Clík. The pickpocket specialty also has to be on your main character (Claude in Claude's scenario, Rena in hers) since you can only see Filia in a Private Action. Having the talent Dexterity also aids in the success of pickpocketing; it is good to start the game with your main character having this talent. The easiest way to raise the money for the Bandit's Gloves this early in the game is to level up Playfulness with one character. I usually waste the SP on Celine because I don't plan to use her for too long in the game anyway. Levelling Playfulness up to level eight should give you about 51,000 FOL and should cost you only 17 SP (with Perseverance at level 10). A person can also use the Identify All! specialty to lower the price of the Bandit's Gloves. To unlock Identify All, one character must have Metalwork at any level (level 1 is fine). Celine is the only character that has access to Metalwork at this stage in the game because she automatically comes with the skill Craft. Then just level up Identify pretty high with all three characters to get a decently high Identify All super specialty level. Anyway, after you have the money for the Bandit's Gloves, you can purchase them for 40,000 FOL (or less!) in Herlie. Head to Clík when you normally would and save outside the town. Equip your main character/thief with the Bandit's Gloves, enter a PA, and steal from Filia the fortuneteller in the middle of the city. If you do not succeed, reload the game and try again. The Mischief Armband will randomly give you

items when you are walking around, the most notable of which is the Forged Medals.

TRICKSTER ARMBAND

The Trickster Armband is actually very simple to find. It is in the second floor of Eluria Tower. After you enter Eluria Tower, immediately head up the staircase on the left. Now that you're on the second floor, head over toward the left wall. You'll notice that the center of the left wall has a lighted streak right down the middle of it. It may not look like it, but this is actually a door. Head through the door to access a quasi-hidden room containing the Trickster Armband. This armband gives you better items such as Mithril and Rune Metal.

FORTUNE ARMBAND

The Fortune Armband is awarded to you if you are able to survive the Survival Battle Mode in the Battle Arena at Fun City. To do this, you'll have to be at a fairly high level, probably around 100 or maybe higher. It is recommended to do this with Claude with very good weapons (Eternal Sphere or Holy Sword Farwell) and very good armor (Reflective Armor/Seraphic Garb/Duel Suit, Odin's Helm/Duel Helm, Star Guard/Valiant Guard, Bunny Shoes/Valiant Boots) and very good accessories (Tri-Emblems/Angel Armbands/Feet Symbols/Berserk Rings/Slayer's Rings). There are fifty battles in the Survival Mode, each of which is harder than the previous battle. The final battle is against a Hell Servant. My personal recommendations are to equip Claude with high-proficiency Ripper Blast and Dragon Howl heading into the challenge. The Battle Arena FAQ on this website is probably helpful if you want to survive Survival Mode, too.

-----o
Creation Support Items
-----o

This was taken from EternalSphere's topic, originally posted by EternalSphere. Give credit where credit is due.

There are certain items in the game which, just by having them in your inventory, will increase your rate of successful item creation. Some like the Ririca and Magician's Hand are items you have to use.

Ririca:

Use: Higher success rate than Magical Camera
Buy: No.
Create: With Machinery.
Steal: No.

Magician's Hand:

Use: Higher success rate than Bandit's Gloves.
Buy: No.
Create: With Machinery.
Steal: From Guildmaster in Armlock's skill shop.

Leezard Flask:

Use: Allows you to make Meteorite, Mithril, Moonite, Rainbow Diamond, Rune Metal and Sage's Stone with Alchemy.
Buy: Central City, North City.
Create: No.
Steal: No.

All-Purpose Knife:

Use: Raises success rate of Cooking & Master Chef.

Buy: Gift Shop in Fun City.

Create: No.

Steal: No.

Antiseptic Gloves:

Use: Raises success in Compounding.

Buy: No.

Create: With Machinery.

Steal: From Bowman in PA in Lacour Castle. From Advisor in Central City's skill shop. From Advisor in Armlock's skill shop.

Element Analyzer:

Use: Raises success rate of Identify.

Buy: No.

Create: With Machinery.

Steal: From Female Student in Classroom 2 in Giveaway University.

Erlenmeyer Flask:

Use: Raises the success rate of Alchemy.

Buy: No.

Create: With Machinery.

Steal: From Guildmaster in Central City's skill shop.

Graphic Software:

Use: Raises success rate of Art.

Buy: No.

Create: With Machinery.

Steal: From Receptionist in Mayor's Office in City Hall in Central City. From Helmsmen on the Calnus.

Musical Software:

Use: Raises success rate of Musical Talent.

Buy: No

Create: With Machinery

Steal: From Helmsmen on the Calnus. From Narl in the City Hall of Central City. From Operator in the Library in North City. From Explainer in Armlock's skill shop.

Find: In Eluria Tower

Soldering Iron:

Use: Raises success rate of Metalwork.

Buy: No.

Create: With Machinery.

Steal: No.

Survival Kit:

Use: Raises success rate of Survival.

Buy: No.

Create: With Machinery.

Steal: From Officer on the Calnus. From Explainer in Central City's skill shop.

Text Software:

Use: Raises success rate of Authoring & Publishing.

Buy: No.

Create: With Machinery.

Steal: From Kurtzman on the Calnus. From Editor in Newspaper Office in City Hall of Central City.

Magical Rasp:

Use: Raises success rate of Customize and Machinery. Better items can be made with Blacksmith.

Buy: Fake Gallery.

Create: No.

Steal: No.

-----o

Voice Collection

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This was taken from EternalSphere's topic, originally posted by EternalSphere. Give credit where credit is due.

The voice collection grid is 32x40 squares with the upper-right-most square cut out, and numbered from 0-1278.

Here's the breakdown of who says what on the grid:

Claude: 0-87

Rena: 88-204

Celine: 205-326

Bowman: 327-419

Dias: 420-511

Precis: 512-606

Ashton: 607-698

Leon: 699-821

Opera: 822-912

Ernest: 913-1000

Noel: 1001-1125

Chisato: 1126-1219

Vesper: 1220-1237

Decus: 1238-1255

Cyril: 1256-1278

Indalecio's voice clips do not appear in the voice collection.

Thanks to PWOPLW, who pointed out that I forgot Cyril's clips.

-----o

Survival Battle Enemy List

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- | | |
|----------------|------------------|
| 1. Lizardaxe | 26. Kidnear |
| 2. Armedknight | 27. Takicodos |
| 3. Slime | 28. Riverside |
| 4. Bugbear | 29. Wizard |
| 5. Carlaeagle | 30. Meduslizzard |
| 6. Gerel | 31. Weirdavia |
| 7. Sewer | 32. Weirdknight |
| 8. Silmepool | 33. Warlock |
| 9. Shout | 34. Huntinggel |
| 10. Sargwen | 35. Giant |
| 11. Mandrake | 36. Bloodgerell |
| 12. Salamander | 37. Punkponk |
| 13. Blackslime | 38. Ladyquimira |
| 14. Coldlizard | 39. Greatergoat |

- | | |
|------------------|------------------|
| 15. Hellhound | 40. Dragonaxe |
| 16. Periton | 41. F-thiefL99 |
| 17. Reflectguard | 42. Lastavenger |
| 18. Fenrilbeast | 43. Meigus |
| 19. Darkcrusader | 44. Orbiterbeast |
| 20. Otif | 45. Starguarder |
| 21. Reflectguard | 46. Foriger |
| 22. Breakwing | 47. Cokatricking |
| 23. Ericodus | 48. Miel128 |
| 24. Miel64 | 49. Clubgunner |
| 25. FunnyThief | 50. Hell-servant |

-----o
 Link Combo/Stock
 -----o

This was taken from EternalSphere's topic, originally posted by EternalSphere. Give credit where credit is due.

Well, here's how the link combo/stock works. It's pretty wordy, but maybe this'll help.

The Link Combo is a ring that can be equipped by all fighters (does not include noel). You equip it as an accessory.

Once you equip the link combo as an accessory, click on the "specialty" menu, your character, then "killer move setting."

In the specialty menu for the character, you usually see the space for one specialty move to be assigned for L1 and one move to be assigned for R1. This means that during a battle if you press L1 you used that move. If you press R1 you use a different move.

However, now that you have the link combo, you can assign TWO moves for each button, instead of one. Unless your attack is interrupted, you will automatically perform two killer moves back to back, with only one press of the button. To do this press triangle while in the "killer move setting" screen. It'll say "steal killer move". Click on "steal". The names of the characters that are currently in your 4-person party will pop up. Click on the character that you want to steal from. This will send you back to the killer move setting screen and you will now be able to assign TWO killer moves per button.

Note that "stealing" a killer move from one of your party members doesn't actually allow you to use one of their moves. It just lets you use twice as many as your own, however the character that you stole from will no longer be able to use any killer moves.

Now when you receive the "link stock" it will be an object that is listed under the "precious items" menu. You do not equip it. What it does is allow you to steal from it, instead of stealing from one of your party members.

-----o
 Battle Suits
 -----o

This was taken from EternalSphere's topic, originally posted by

EternalSphere/PWOPLW. Give credit where credit is due.

1. Pickpocket Ernest in Mars during PA.
2. Pickpocket Ernest in Linga during PA.
3. Pickpocket Cadet on the Calnus, Claud's game only.
4. Cave of Trials Level 12
5. Cave of Trials Level 12

-----o
Bloody Armor
-----o

The Bloody Armor is a very common piece of equipment that virtually anyone has but few use because it drains you Hp fast. The kicker is that you take 0 damage from everything, so if you can come up with a way to keep the character healed you will be invincible, the following are the two best ways:

Opera's Heal Star at max proficiency is good enough to keep the character healed, and virtually invincible.

The Weird Slayer which restores Hp equal to 50% of the damage the character deals will make you far more unlikely to be killed, simply equip Bowman or Chisato with the Weird Slayer, a couple Atlas Rings and win virtually any fight in the game.

-----o
Best Equipment
-----o

Thanks to Vanrei's incredible guide for the requirements to obtain many of these:

Atlas Ring - Have fighting characters use Metalwork on a Rainbow Diamond, also find one in the Field of Power

Fairy Ring - Use Metalwork on a Green Beryl

Angel Armband - Beat the Iseria Queen to randomly get one as a prize, also after defeating Gabrie Celeste in the Cave of Trials

Valkyrie Boots - Found in the Cave of Trials

Battle Suit - See just above for the five locations

Seraphic Garb - Found in the Cave of Trials

Duel Helm - Blacksmith a Damascus when you have a Magical Rasp

Ishtar's Robe - Blacksmith a Moonite when you have a Magical Rasp

Isis Tiara - Blacksmith a Moonite when you have a Magical Rasp

Pallas Athena - Blacksmith a Mithril when you have a Magical Rasp

Reflective Armor - Blacksmith an Orichalcum when you have a Magical Rasp

Star Guard - Blacksmith a Meteorite when you have a Magical Rasp

The Armband of Kal - Blacksmith a Moonite when you have a Magical Rasp

Slayer's Ring - Found in the Cave of Trials

Israfil's Tear - Obtained when you turn off Indalecio's Limiter

Berserk Ring - Use Metalwork on a Ruby with Claude

Tri-emblem - Buy from Santa of Level 6 of Cave of Trials

The best accessories you'll want to be using to defeat the hardest bosses are Berserk Rings, Angel Armbands, Slayer's Rings and Tri-emblems. Atlas Rings double your attack but make you weak to all elements, Berserk Rings double your attack with no drawbacks. However only Atlas Rings multiply it by four if you have two equipped.

Seraphic Garb is the best armor in the game, followed closely by Battle Suits.

-----o
Secret File Quest
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This was taken from EternalSphere's topic, originally posted by EternalSphere. Give credit where credit is due.

- 1) Read all the datafiles in the North City database. Then try to access the Secret Information. However it is protected by a password.
- 2) Talk to Parel in the Dean's Office of Givaway's university, and he will tell you about Professor Rayfus' suspicious research.
- 3) Talk to Reyfus in the Nede History Research Lab of Givaway's university, and he will tell you that he is trying to hack into the North System Database but needs a hint.
- 4) Return to Central City and talk to Chisato in the Nede Chronicle in City Hall. If she's in your party you will have to use a private action. She will try to find the password.

NOTE: If you talked to Filia early in the game in Clik, and have already saved at the last point before Indalecio in Fienal Tower, doing this step you are going to be taking Indalecio's limiter off, which will make him a lot harder to kill. You will inadvertently enter into a PA with Filia in the lobby of City Hall before you are able to talk to Chisato.

- 5) Leave Central City and then reenter doing another PA. Talk to Chisato again. She will have found the password and will give it to you.
- 6) Return to the North City Library again, and try to access the secret files. You will now be able to see the topics, but are unable to access them.
- 7) Go talk to Reyfus again. He will mention that someone broke into the database. You will get an option to tell him that it was you. Do this and then you will get an option to tell him the code. Do this as well. Talk to him again and you will see two of the secret topics. Read every file in both topics. Two more topics will then pop up. When you try to access either one of these the program will detect that Reyfus is hacking it, and you will be

unable to view the last two.

8) Go back and talk to Parel. He'll give you Pandora's Box to help you decode the last two files.

9) Give the Pandora Box to Rayfus. He will start working on decoding the files, but says it will take time so asks you to come back later.

10) Leave the city and come back later. All I had to do was a PA in the city, step right back out again, then go back in a whole group and he was done. You will now be able to read the last of the secret files.

Wallwalker confirmed that steps 7-10 can not be done until after you've been to the Heraldic Weapons Lab. And also noted that you must have seen Chisato and picked up her I.D. card. She does not have to be in your party, but she does have to be present in Central City.

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Cooking Master
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This was taken from EternalSphere's topic, originally posted by Wallwalker. Give credit where credit is due.

This game can be found in Fun City.

First off, there's no surefire way to win at this game every time, since a lot depends on luck. But here are some things that helped me win enough times to get Noel his Master of EATS degree.

1. Pick a character. Or more than one.

It doesn't really matter which character it is. You want to make sure that they have the Sense of Taste talent and that their Courage skill and Cooking speciality are both maxed out. Buy an All-Purpose Knife in the Fun City gift shop and equip it. (A Beret might help too, and it can't hurt.) Also, if they can equip anything that increases their luck, do so, since you want it to be as high as possible. And since this contest depends on item creation success rates, the higher the character's level, the better you'll do.

2. The basics.

Here's how the game works, in a nutshell. Yarma will announce the food you'll be cooking, and your opponent. (He loves to give overblown speeches about the game. Some are pretty funny.) Then you'll have five minutes to run to the middle of the screen, grab as many ingredients (both common and rare) as you can, run back to your side of the kitchen and cook lots of food.

The catch is that you also start with a Pressure gauge. Every failure raises the pressure, every success lowers it. Finding a rare ingredient in the stockpile also lowers the pressure. The higher the pressure, the less successful your attempts at cooking will be.

At the end of the match, Yarma will announce the winner, then announce the points. If you win, you win a set of whatever ingredients were used in the match. Since this is the only way to get some of the rare ingredients, and they can yield food that is good for healing between battles or selling for cash, this can be worthwhile.

Once you beat all of the opponents, Yarma himself will challenge you. Once you beat him, he'll give up the Master of EATS degree for the winner, and the Yarma Cooking Set - most notable for allowing you to make your own Seltzer.

3. Strategies.

This is what worked for me:

At the start of the battle, you'll start with some Pressure on the gauge. If your Courage skill is maxed out, it'll tend to start out lower. Run to the middle of the screen and start grabbing ingredients. Every time you grab a rare ingredient the pressure will go down. Try to grab enough rare items to get the Pressure down to zero. Don't spend more than a minute getting ingredients; grab quickly.

Run back and start cooking. Concentrate on the rare ingredients, since they provide more points; the points you get in battle are the total HP/MP restoration values of the items you cook, and rare items restore much more than normal items. However, they also increase pressure by a lot if you fail, so be careful. If your pressure gets to about forty and you start consistently failing, run back to the middle and grab a few more rare ingredients. It takes some trial and error to figure out the best strategy.

The opponents all tend to score roughly the same amount of points each time - usually between 800 and 1400, closer to the middle of that range if I remember correctly. Also, some battles are much harder than others. The Slime Battle is the hardest, since the rare and the common items make exactly the same things, and none of them are worth many points. The Seafood and Full-Course Battles are easier for me because you can get more rare items from the stockpile in those.

4. Notes

- I believe that all of the rare cooking ingredients can be copied. (I'm certain that the Yarma Cooking Set can be.) So if you don't care about beating the game, it's still possible to stockpile rare ingredients.

- Yarma is not much harder than any of the others, that I noticed. Also, Puffy from SO1 sometimes shows up, declaring that she has a "score to settle" with you. Yes, she's one of the opponents you have to beat to cook against Yarma. And she isn't any more difficult than any of the other cooks.

- If you really don't want to go through all that trouble to get the Yarma Cooking Set, you can get one elsewhere. In Giveaway, go to the second floor of the Inn. There's a guard up there, and you can pickpocket the Yarma Cooking Set from him. (I believe his name is actually Yarma, come to think of it.)

- You have to defeat all of the "normal" opponents with the same character to go up against Yarma. So each character can potentially win one Yarma Cooking Set from Cooking Master. But once a character beats Yarma, they can't compete in the game anymore.

5. Ingredients

What you can use (and win) in the battles. Common ingredients first, then rare ingredients.

Meat Battle: Meat, Egg/Dairy Products; Creamy Cheese, Juicy Beef

Seafood Battle: Seafood; Ganze Sea Urchin, Prime Tuna

Veggie Battle: Vegetables, Grain; Magical Rice, Purity Leaf

Dessert Battle: Fruit; Sweet Fruit

Full-course Battle: All of the above.

Slime Battle: Slippery Slime; Jiggly Slime

Go to this page to see what you can cook with each item, since I don't want to just copy and paste the whole thing here.

<http://www.rpgclassics.com/shrines/psx/so2/cookbook.shtml>

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Glitches
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I figured it best to let people know so they can make any precautions they need. This game has a very annoying however uncommon glitch. The glitch as you may already be aware makes it so that randomly after the end of a battle the game will fade to black but never fade back to the map. There is no way to recover from this and you must reset the game, this seems to be most common in the Cave of Trials.

The reason people are still able to beat the Cave of Trials even though it has no save points is because despite the gamestopping nature or it, it is exceedingly rare. On the file I used while writing this walkthrough I experienced it twice in over 1000 battles, making me estimate its appearance about once in every 500 battles. All it means is that you have very little to worry about, but there's nothing wrong with saving whenever you get the chance. In the hundreds of hours I've played this game and seen it I've never seen it anywhere other than the following places:

- The Sanctuary of Linga
- Fienal
- Cave of Trials

Not that's it cannot occur elsewhere, but these I could say are most common. Whatever you do, do not let this keep you from playing the game, it is very likely you will never even encounter it.

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Secret Endings
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This was taken from EternalSphere's topic, originally posted by Wallwalker/PWOPLW. Give credit where credit is due.

There are three endings that you can only get by doing certain things. Two of them are only available in Rena's scenario.

It's possible to get a character who's unlocked one of these endings with another character if their emotional levels for someone else is as high as they can get. But that's difficult to do.

Opera: Go through the game without getting Ernest.

Ashton: Only available in Rena's game. If you do a PA in Herlie after you get Ashton and before you start the Tournament of Arms, he'll meet the sick girl and talk to her for a while. Do another PA, and you'll learn about something called Metox. It's in the Lassguss Mountains. (There's a side trail that you can take that splits off from the main path and curves to the left. It leads to a desert area. The Metox is growing along that path, so keep an eye open.) Head back to Herlie, save, and do another PA. If the girl survives, Ashton will get a special ending.

(Note that you can also help the girl in Claude's game if Bowman is in the

group, but that doesn't result in any special endings.)

Celine: Also only available in Rena's game. Do a PA in Cross Castle, anytime between going to Cross Cave and visiting Lacour for the first time. Meet Celine near the diner and agree to have some tea with her. When you go in you'll see a nervous man who doesn't have any money, so agree to pick up his tab. After leaving, go back in and do another PA, and go to the restaurant again; you'll see the stranger talking to Celine, and when everyone gathers at the town gate to leave, Celine will be all flustered. Do one more PA, and head to the right side of town (down the passage near the church.) You'll see Celine talking to Chris, then you'll find out who he really is. When Chris is dragged away, you can choose to convince Celine to go after him or tell her to do as she wants. To get the ending, convince Celine to go after him, and that will do it.

(You can also meet Chris in Claude's game, but only if you don't have Celine in the party. You'll meet him by doing a PA in Hilton before finishing the Sanctuary of Linga. No special endings come of it, but you can get an item from him if you drink with him.

Super Secret Ending:

All characters must have a friendship level of 10 or higher with EVERY other character, and you must have a party of 8. I've never seen it myself. There should be a video...

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I would also like to add an extra note regarding donations, I wish to establish that I do not write game guides for a profit, I do it as a hobby to benefit not only my fellow gamers, but myself as well because I happen to enjoy writing quite a lot. If you wish to support the continued writing process, donations will be construed as appreciative gestures, not as compensation, I do now, and always will continue to write guides free to distribute online for all to enjoy. Donations can be made to [StarOceanDC\(at\)gmail\(dot\)com](mailto:StarOceanDC@gmail.com) via Paypal, if you do choose to donate even a small amount, please send an email to that same address so I can thank you personally.

As a final note I would just like to make mention of something, to date since September 2004, I have personally received over 2200 emails all relating to my work and while I have done my best to respond to as many as I can, I would just like to use this space and take the opportunity to say thank you to everyone who has sent me positive feedback or even just general questions relating to my work, even if I do struggle to answer them sometimes. Oftentimes it's too easy to just take these guides as anonymous free help, but there are still those who recognize the blood and sweat that goes into these walkthroughs, and those are the people who make it all worthwhile ^_^

For a list of all my work, please visit the following URL:

<http://www.gamefaqs.com/features/recognition/45802.html>

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*                               Credits                               /J *  
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Most of the thanks for the final section of this guide goes out the EternalSphere for the info topic, as well as PWOPLW, Wallwalker and PooterDawg88 for their information as well.

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Thanks to Mark, Jeremy and Sean back at University of Guelph

Finally thanks to any and all reading this guide

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"In an endless sea of stars at the edge of the universe, a single fateful encounter is about to take place. For the gods have set forth on a quest to destroy the universe. And a deadly meteorite, which they hurled into the vastness of space, has collided with an unsuspecting planet, Expel - putting the wheels of fate in motion. Now, two people are about to cross paths, and their meeting will force them to endure both the gods and their devilish advisors."

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